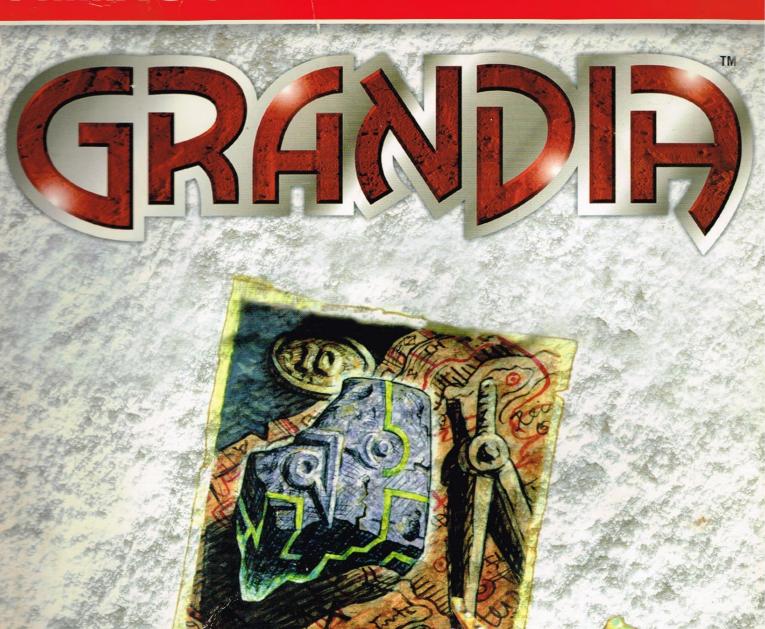
PRIMA'S OFFICIAL STRATEGY GUIDE







GAME ARTS



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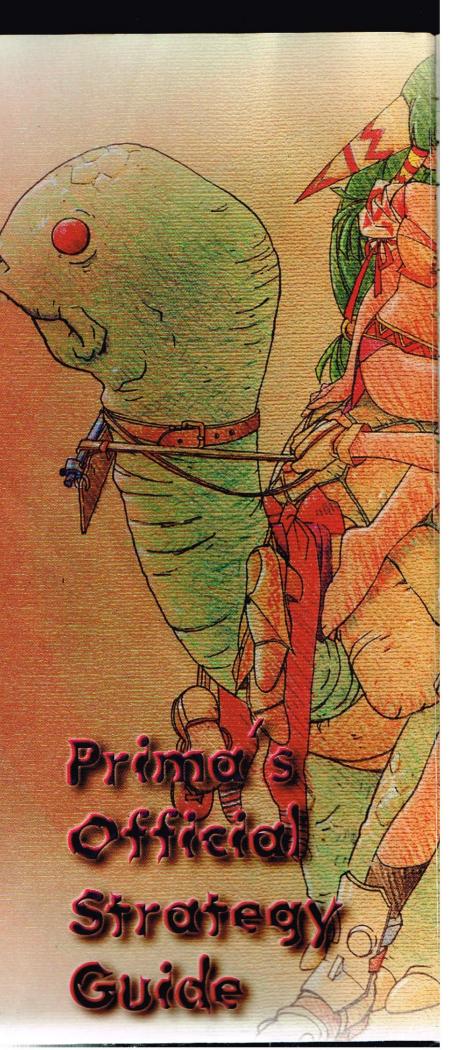
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foreword

The world of Grandia is one of magic and of mystery. As the young adventurer, Justin, you will travel to the far reaches of the known world — and beyond. You'll grow from a wee lad into a strong adult. Along the way, you'll make some friends, fight some enemies and discover the meaning of love. With a strong 40-plus hours of game play, Grandia is like a good novel. The story will involve and immerse you and the challenge and depth of the game will keep you coming back for more. Prepare to enter the world of Grandia brave adventurer — your quest awaits!

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GETTING STARTED

So you just want to get started, eh? The 70 page manual is too much to read, and you don't need a manual anyway, do you?

QUICK HINTS:

Learn to use the compass. You will need to switch the view often during the course of the game. Without the compass, you would be lost. Remember; the red side of the compass is always facing north.

Save early and save often. Save/recover points are everywhere. Use them.

The screen will switch to an angle view right before a boss fight. If you're not prepared to fight and the view switches, back off.

Basic magic is "bought" with Mana Eggs. One egg will allow you to learn one type of magic. Each character can learn four types: Fire, Wind, Water and Earth.

Justin and Feena are the only characters that will last from early on to the end of the game. Focus your character development on them. Later on in the game, Rapp and Liete will round out your party.

Check your stashing place every so often. Characters who leave your party will leave items for you there.

Make sure you SAVE your game at the end of Disc One. You CANNOT start Disc Two without the proper save on a memory card, if you don't have a memory card, it is impossible to move from Disc One to Disc Two.

WEAPONS AND MAGIC:

A wise man once said, "Variety is the spice of life." That same sentiment also holds true for Grandia. If you always use the same attacks while fighting, your characters will end up as poor performers.

Every time you use an attack, be it a basic attack, a special attack or a magic attack, your character will earn experience points. Those points will be distributed as both general experience points and weapon and magic experience points.

For example, if you always use the sword as Justin, then you will not learn how to use the ax. If you can't use the ax well, you won't be able to learn some of the more advanced special moves. The same goes with magic, if you always have Feena use fire magic, she will become quite good at it. However, she won't be very good at the other types of magic. As a result, many of the more advanced magics will be unavailable.

The best way to ensure balanced growth is to simply switch off between various weapons and magic types every so aften. If you've been using a sword for awhile, start using an ax. If you have been using fire magic, use earth magic for awhile. Start doing this early and you'll have a powerful party by the end of the game.

ITEMS:

are plenty of items in the game, but you don't need them all. In fact, you probably won't even see them all use play to win. Some items can be bought, but the best items can only be found. If you want to find the beaten path. Kill some extra enemies.

Each character in your party can carry a maximum of 12 items. Extra items can be stored in the stashing place is only available at certain points in the game. Typically, you can find a stashing

place in town in the inns, and in dungeons near bosses. They can also be found near save recovered in a stashing place cannot be immediately used. They must be removed from the stashing place and to a character first.

It is a good idea to keep some space in your item list. Don't max out every character with 12 items before you adventuring. Why? If you are completely loaded up and you find something, you will either have to pitch something in your inventory or pitch the item you just found. Once an item is pitched, it is gone for good. You cannot come back and pick it up later.

BUYING AND SELLING:

in short, stores will buy items for 50 percent of their sale value. You might as well sell off anything you're not planning to use. You can never have enough money.

BATTLE MODE:

The game will switch to battle mode when you encounter an enemy. If you walk into an enemy whey they are flashing red, a normal battle will start. If you walk into an enemy that is not flashing (they have not seen you), you will surprise them and gain the advantage. If an enemy walks into another member of your party, the enemy will ambush your party and you will start at a disadvantage.

Fighting in Grandia is near-real-time. The fight will pause to allow you to choose an attack, but once you have made your choice, things start to get interesting. There is an IP bar in the lower right hand corner of the screen that shows the "placement" of everyone in relation to their "turn."

Characters in the first section of the bar are waiting. Characters in the last section of the bar have chosen an attack and characters at the right-most end of the bar are executing an attack.

There are a few different options available to you during a fight:

- COMBO. This is a series of two quick hits. Individually, the hits are weak, but together they can pack quite a punch, if the first hit kills an enemy, you will automatically hit the next nearest enemy. This will likely be your most common attack.
- CRITICAL This single hit is slower than the combo, and not quite as powerful but, it can cancel an enemy's attack.

 While you wouldn't want to use this attack every time, it does have its place. Because of the cancellation effect, a series of critical attacks can be used to keep an enemy at bay. The downside to a critical attack is the long execution time. While waiting to execute a critical attack, your characters are themselves susceptible to counter attacks.
- MOVES/MAGIC This option allows you to execute either a special attack (using SP) or a magic attack (using MP).

 You'll want to use these every so often in order to gain access to the more powerful special attacks and magic types. Also, be sure to use your defensive magic to build it up. It is a mistake to ignore defensive magic, because it will prevent you from learning the "really cool stuff" later on.
- ITEMS = This is pretty self explanatory. It allows you to use an item.
- TACTICS Setting tactics allows the computer to do the fighting for you. You don't have to worry about the nitty griffy if you don't want to. There are eight different methods.
 - 1) Manual This is the default. You do everything.
 - 2) Play Fair Fight with normal attacks. You will beat on your opponents until they die. Your characters will not use magic attacks.
 - 3) Power Up As it says, power up. Your characters will use magic and items to boost their abilities before attacking.
 - 4) Withdraw if you're a wimp, this is the way to go.
 - 5) Each Own Party members will "do their own thing."
 - 6) Safety Heavy use of recovery items and magics to keep party members healthy.
 - 7) Go Wild Attack with the most powerful special moves and magics.
 - 8) Meanie Make it difficult for the enemy to retaliate.
- DEFEND You have the option to endure (hunker down and only take 1/3 damage from attacks) or evade (move around on the screen to avoid an attack).
- LOOK Look at the enemy. Check out their stats. See how much HP they have left.
- ESCAPE—Use this command if you ever face a killer rabbit. In other words RUN AWAY!!!

CHARACTE	R MOVE NAME	SP	WEAPON	LV.	WFAPON2/ELEMENT	LV.	WEAPON3/ELEMENT2	LV.
	Fire Wip	32	Whip	14	Fire	12		N/A
Feend	Knifehurl	10	Knife	3	N/A	N/A		N/A
Feena	Para Whip	15	Whip	4	N/A	N/A		N/A
Feena	Randohuri	28	Knife	10	N/A	N/A		N/A
Feena	Zap! Whip	38	Whip	24	Fire	15	Air	15
Feend		45	Sword	16	Earth ·	7	Fire	6
Gadwin	Dragon Cut	24	Sword	8	Earth	3	Fire	3
Gadwin	Erupt Cut		Sword	4	N/A	N/A		N/A
Gadwin	Fly Cut	14		12	N/A	N/A		N/A
Guido	Mogay Bomb	38	Bow	and a second	Sword	8	Bow	15
Guido	Mogay Hypo	45	Knife	13		8	Bow	15
Guido	Mogay Pickpocket	10	Knife	13	Sword	(0.00)		N/A
Guido	Mogay Shot	14	Bow	5	N/A	N/A		22
Justin	Aurd	45	Sword	20	Mace	25	Ax	6
Justin	Dragon Cut	45	Sword	16	Earth	7	Fire	
Justin	Heaven & Earth Cut	90	Sword	32	Mace	29	Ax	30
Justin	ice Stash	36	Ax	23	Air	10	Water	10
<u>Justin</u>	Lotus Cut	32	Sword	12	Fire	8	N/A	N/A
Justin	Midaireut	32	Mace	10	Ax	12		N/A
Justin	Shockwave	30	Mace	7	Ax	5	N/A	N/A
Justin	Ther Cut	40	Sword	23	Fire	17	· Air	17
<u>Justin</u>	V-Slash	14	Sword	1	N/A	N/A	N/A	N/A
Justin	<u>W</u> =Break	20	Sword	6	Mace	4	N/A	N/A
Liete	Enchant	34	Mace	18	N/A	N/A	N/A	N/A
Liete	Redshock	28	Mace	10	N/A	N/A	N/A	N/A
Milda	Milda Hit	75	sword	20	Mace	21	Ax	3
Milda	Milda Kiek	16	Ax	10	N/A	N/A		N/A
Milda	Splitter	40	Sword	13	Mace	15	N/A	N/A
Rapp	Death Sword	25	Knife	16	Sword	14	N/A	N/A
Rapp	Demon Ball	40	Knife	20	Sword	18	Bow	23
Rapp	Discutter	30	Knife	10	Sword	7	Bow	15
Rapp	Doppelganger	27	Knife	12	Sword	9	N/A	N/A
Rapp	Fireball	36	Bow	12	Fire	10	N/A	N/A
Rapp	Missle	14	Bow	7	N/A	N/A	N/A	N/A
Rapp	Mist Hide	5	Knife	5	N/A	N/A	N/A	N/A
Rapp	Neo Demon Ball	85	Knife	24	Sword	25	Bow	32
Rapp	Sidethrow	40	Bow	22	N/A	N/A	N/A	N/A
Sue	"Fight!"		Mace	8	Earth	2	Fire	3
Sue	"Rah-Rah"	18	Mace	1	Bow	1	N/A	N/A
Sue	Fire Away	28	Bow	10	N/A	N/A	N/A	N/A
Sue	Puffy Fire	36	Bow	12	Fire	2	N/A	N/A
Sue	Puffy Kick	8	Bow	1	N/A	N/A	N/A	N/A
Sue	Whacker	30	Mace	7	N/A	N/A	N/A	N/A
Sue	Yawn	5	Mace	10		3	N/A	N/A
oue.	181111							

1 EVE	NAME	MD	FLEMENT	11/	FIFMENTO	
LEVEL	NAME	MP	ELEMENT	LV.	ELEMENT2	LV.
Magic Level 1	Boom!	7	Earth	7	Fire	6
Magic Level 1	Burn	1	Fire	1 7	N/A	N/A
Magic Level 1	Crackle	2	Air	3	Water	2
Magic Level 1	Cure	1	Water	3	Earth	2
Magic Level 1	Def-Loss	3	Earth	6	N/A	N/A
Magic Level 1	Diggin	.1	Earth	1	N/A	N/A
Magic Level 1	Freeze	3	Air	6	Water	5
Magic Level 1	Heal	1	Water	1	N/A	N/A
Magic Level 1	Howl	2	Air	1	N/A	N/A
Magic Level 1	Magic Art	11	Fire	12	N/A	N/A
Magic Level 1	Poizn	2	Water	5	Earth	3
Magic Level 1	Runner	1	Air	2	N/A	N/A
Magic Level 1	Snooze	2	Water	3	N/A	N/A
Magic Level 1	Stram	3	Water	6	Earth	5
Magic Level 1	Wow!	3	<u>Earth</u>	5	Fire	5
Magic Level 1	Time Gate	99	Air	99	Water	99
Magic Level 1	Zap!	11	Fire	5	Air	4
Magic Level 2	All Heal	4	Water	5	N/A	N/A
Magic Level 2	All Healer	8	Water	12	N/A	N/A
Magic Level 2	Boom-Pow	10	<u>Earth</u>	10	Fire	10
Magic Level 2	Burnflame	4	* Fire	4	N/A	N/A
Magic Level 2	Burnstryk	5	Fire	<u>1</u> 8	N/A	N/A
Magic Level 2	Colde	3	Air	10	Water	8
Magic Level 2	Crackling	14	Air	10	Water	12
Magic Level 2	Craze	1	Water	10	Earth	10
Magic Level 2	Gravity	4	Earth	12	N/A	N/A
Magic Level 2	Healer	3	Water	8	N/A	N/A
Magic Level 2	Howl Stash	6	Air	6	N/A	N/A
Magic Level 2	Meteorstryke	10	Earth	15	Fire	13
Magic Level 2	Refresh	3	Water	12	Earth	10
Magic Level 2	Shhh!	3	Air	12	N/A	N/A
Magic Level 2	Symphony	12	Water	20	Earth	20
Magic Level 2	Tremor	3	Earth	3	N/A	N/A
Magic Level 2	Life Tree	28	Water	23	Earth	22
Magic Level 2	Zap All	13	Fire	10	Air	9
Magic Level 3	Alhealerm	12	Water	20	N/A	N/A
Magic Level 3	Ba-Boom	18	Earth	20	Fire	18
Magic Level 3	Burnflare	7	Fire	9	N/A	N/A
Magic Level 3	Dragonzap	20	Fire	21	Air	19
Magic Level 3	Fiora	2	Air	8	Water	10
Magic Level 3	Gadzap	13	Fire	19	Air	15
Magic Level 3	Halvah	5	Water	19	Earth	16
Magic Level 3	Fireburner	8	Fire	25	N/A	N/A
Magic Level 3	Howlnado	8	Air	23	N/A	N/A
Magic Level 3	Quake	12	Earth	19	N/A	N/A
Magic Level 3	Resurrect	6	Water	16	N/A	N/A
Magic Level 3		4	Water	18 13	Earth	13
	Speedy World End	33	Fire	27		N/A
Magic Level 3	World End				N/A	
Magic Level 3	Prison	21	Air	20	Water	23
Magic Level 3	Enclose	26	Fire	23	Air	24

Agality SECONDARY EFFECT Bamboo Shoot Restore 20 Hp N/A Bamboo Shoot Restores 4 level 2 MP to 1 frend N/A Bamboo Fruit Restores 12 MP to 1 frend Sweet Baboob Fruit 10 SP to 1 Frend N/A Bedob Fruit 10 SP to 1 Frend N/A Blue Modicine Restores 20 MP (all tevels) to alty N/A Blue Modicine Restores 20 MP (all tevels) to alty N/A Bond of Trust Increases IP of frend permanent N/A Bond of Trust Increases IP of frend permanent N/A Chocolate Restores 10 MP to 1 frend Variety Chocolate Restores 10 MP to 1 frend N/A Chocolate Restores 2 Level 1 MP to 1 frend N/A Chocolate Cookies Restores 2 Level 1 MP to 1 frend N/A Chocolate Cookies Restores 2 Level 1 MP to 1 frend N/A Chocolate Cookies Restores 2 Level 1 MP to 1 frend N/A Chocolate Cookies Restores 2 Level 1 MP to 1 frend N/A Cholate Piace No 1 frend N/A <	NAME		
Bamboo Shoot	- Salarina de Calabrata		SECONDARY EFFECT
Bamo Fruit Restores & level 2 MP to 1 friend N/A			
Bandana Restares 12 HP to 1 Friend Sweet Bandana Restares 12 HP to 1 Friend N/A			
Baobob Fruit 10 SP to 1 Friend N/A Beef Jerky Restore 60 Hp N/A Beef Jerky Restore 20 MP (all levels) to ally N/A Bitle Modicine Restores 20 MP (all levels) to ally N/A Bond of Trust Increases IP of friend permanent N/A Box of Sweets Restores 10 HP to 1 friend N/A Chocolate Restores 30 HP to 1 friend N/A Chocolate Cookies Restores 30 HP to 1 friend N/A Chocolate Cookies Restores 30 HP to 1 friend N/A Chocolate Cookies Restores 30 HP to 1 friend N/A Chocolate Cookies Restores 30 HP to 1 friend N/A Chocolate Cookies Restores 30 HP to 1 friend N/A Crimson Polion Restore 30 HP to party N/A Crimson Polion Restores 30 MP (all levels) to party N/A Decan Truffle Continue I enemy N/A Decan Truffle Confuse I enemy N/A Dynamile To hp fire damage N/A Expensive Jewel Very valuable jewel No effects Fire Wood Sparks N/A Fires Mod Sparks N/A Fires Aid kit Head 60 hp to party N/A Ginseng Restores 40 HP to I friend N/A Golden Polion Restores 30 SP to entire party N/A Golden Polion Restores 30 SP to entire party N/A Golden Polion Restores 30 SP to entire party N/A Health Weed Restores 30 HP to I friend N/A Health Weed Restores 30 HP to I friend N/A Magic Lamp Restores 20 MP (all levels) to party N/A Mana Egg Curious eggs used to buy magic N/A Magic Lamp Restores 20 MP (all levels) to party N/A Medal friend N/A Medal friend N/A Medal friend N/A Medal friend N/A Miraculous Scales Doubles money obtained in combat N/A Miraculous Scales Restores Stalus of I friend N/A		The second secon	
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Paralysis Ointment Cures paralysis in 1 friend N/A Paralysis Ointment Cures paralysis in 1 friend N/A			N/A
Pouron Antidata			N/A
Poison Antidote Cure poison N/A			N/A
	roison Antidote	Cure poison	N/A

Pow Seed	+1 stregth	Slightly Sweet Seed
Power Mushroom	+3 attack level for 1 friend	N/A
Pretty Jewel	N/A	N/A
Prime Rib	Restores 150 HP to 1 friend	Tasty
Rainbow Weed	Restores 100 HP to 1 friend	N/A
Red Medicine	Restores 200 HP to 1 friend	N/A O
Rescue Set	Restores 120 HP to entire party	N/A
Restraint Walnut	+2 defense level for 1 friend	N/A
Resurrect Potion	Revive fallen friend	N/A
Roach Bomb	-1 defense all enemies	N/A
Root of Confusion	Confuse 1 enemy	Not permanent
Scarab	+4 poison, plage, paralysis resistance	N/A
Seed of Defense	+1 vitality	Slightly salty seed
Seed of Life	+3 Max. MP	N/A
Seed of Magic	+1 max Mp for levels 1-3	Bitter
Seed of Moves	+2 Max SP	N/A
Seed of Running	+1 agility	Very sour seed
Seed of Speed	+1 wit	N/A
Silver Key	Key to hill of teleportation	N/A
Slouch Weed	-2 to action level of 1 enemy	N/A
Smarna Weed	-1 defense for all enemies	N/A
Smelling Salts	Cures confusion in 1 friend	N/A
Smoked Salmon	Restores 75 HP to 1 friend	Tasty
Snooze Scroll	Put all enemies to sleep by bubbles	N/A
Soldier Key	Key used in Soldier's Graveyard	N/A
Soldier's Soul	Stone used at Soldier's Graveyard	N/A
Sonic Walnut	+2 movement level for 1 friend	N/A
Spell Breaker	Unblocks Magic of 1 friend	N/A
Spirit Potion	Restores 99 MP (all levels) to party	N/A
Squid Guts	Restores 20 SP to 1 friend	N/A
Sulfa Weed	Used to heal Rem	N/A
Talisman	Prevents status abnormalities	N/A
Tear Jewel	Restores 3 SP to 1 friend	N/A
Thor's Fury	120 HP lightning range attack	N/A
Titan Ring	+5 attack	N/A
Torte's Whistle	Awaken entire party from sleep	N/A
Trudge Weed	-3 to movement level of all enemies	N/A
Ultra Drink	Restore 20 SP to party	N/A
Vaccine	Cures plague of 1 friend	N/A
Weak Weed	-2 attack to enemy	N/A
Weeds	Restores I HP to 1 friend	Just grass
White Sulfa Weed	Restores 35 HP to 1 friend	N/A
Wound Salve	Heal 40 HP to 1 friend	N/A
Yellow Medicine	Restores 30 HP to friend	N/A

			At the state of th
NAME (LONG)	TYPE	ATTACK	SECONDARY EFFECT
Army Darts	Projectile	+18	N/A
Army Mace	Mace	+7	N/A
Army Saber	Sword	+22	N/A
Assassin's Dagger	Knife	+50	May cause instant death
Battle Saber	Sword	+48	N/A
Binding Whip	Whip	+56	Stops enemy movement
Bloody Knife	Knife	+55	Great vs. Humaniod
Boomerang	Projectile	+33	N/A
Bow of Destruction	Projectile	+45	Great vs. Ghosts
Buster Ax	Ax	+52	Movement -25
Cactus Thorn	Projectile	+38	N/A
Catfish Whiskers	Whip	+43	Water
Ceramic Sword	Sword	+12	N/A
Ceremonial Stone Ax	Ax	+8	N/A
	Ax	+41	May cause instant death
Cleaving Ax Commander's Sword	Sword	+14	N/A
And the last described in the control of the last described in the	Knife	+25	Water
Dark Blue Knife	Mace	+38	Warp while attacking
Dimension Rod	11200	+53	
Discus	Projectile		Great vs. Insects
Dragon Killer	Sword	+26	Great vs. Dragons
Dull Sword	Sword	+9	N/A
Earthen Ax	Ax	+68	Explosion spell
Emperor's Whip	Whip	+53	Skills +2
Evil Shuriken	Bow	+64	+20 movement
Field Knife	Knife	+9	N/A
Fine Sword	Sword	+24	N/A
Fire Darts	Projectile	÷4 <u>1</u>	Fire
Fire Rod	Mace	+25	Fire
Fire Sword	Sword	+38	Fire
Flint Bow	Projectile	+20	N/A
Flint Knife	Knife	+20	N/A
Flying Fish Bow	Projectile	+25	Ice
Force Knife	Knife	+65	Extra range / wow
Fragrant Plant Root	Mace	+33	Unbinds seal
Frog Ax	Ax	+28	N/A
Gale Whip	Whip	+27	Casts Ranna
Gil Sword	Sword	+38	Acquires rare items
Great Snake Whip	Whip	+33	Poisons enemies
Great Sword	Sword	+16	N/A
Gust Knife	Knife	+24	Wind
Hail Bow	Projectile	+20	Blizzard
Hand Ax	Ax	+10	Movement -3
Hand Darts	Projectile	+7	N/A
Heavenly Boomerang	Projectile	+60	Great vs. Evil
Hell's Spike	Mace	+65	May instant death
Holy Mace	Mace	+20	Great vs. Ghosts
Holy Sword Rolence	Sword	+49	Less enemy defense
Homerun Hammer	Mace	+36	Moves enemies
Hunter's Bow	Projectile	+16	N/A
The state of the s	Knife	+18	N/A
Hunter's Knife	Sword	+40	Snow
ice Blade	Knife	+38	Ice
Ice Pick			- Indiana and a second a second and a second a second and
Ikazuchi Sword	Sword	+50	Lightning

		and the parties of th	
Iron Mace	Mace	+19	Movement -10
Kawa Shuriken	Projectile	+26	N/A
Keel Ax	Ax	+38	Movement -10
Knife of Destruction	Knife	??	Defense -40, 3 hits
Krepp Scythe	Ax	+25	N/A
Large Hatchet	Ax	+18	Great vs. Plant
Leather Whip	Whip	+9	N/A
Life Rod	Mace	+58	HP Lv +2
Lightning Sword	Sword	+50	Lightning [Zap!]
Lumberjack's Ax	Ax	+23	Great vs. Plant
Magic Rod	Mace	+60	Magic +2
Man=Gohshu	Sword	+44	Defense +10
Metal Bat	Mace	+10	N/A
Mining Hammer	Mace	± <u>11</u>	N/A
Mist Cutter Whip	Whip	+20	Great vs. monsters
Morning Star	Whip	+40	Movement -15
Officer's Baton		+7	N/A
Oracle's Staff	Mace	+22	Restores allies
Paralysis Knife	Knife	+33	No enemy move
Poison Knife	Knife	+35	Poisons enemies
Rain Cloud Staff	Mace	+ <u>26</u>	Water / Snooze
Rashiiku Hammer	Mace	+50	N/A
Scorehing Whip	Whip	+30	Explosion
Shadow Sword	Sword	+34	Movement -15
Shogun's Rod	Mace	+55	HP w/ each attack
Silent Sword	Sword	+40	No magic
Sparkling Rod	Mace	+42	Speeds up spell casting
Speed Dagger	Knife	+60	Movement +30
Spirit Rod	Mace	+63	Harvel recovery
Spirit Sword	Sword	+70	SP w/ each attack
Swordfish Blade	Sword	+29	N/A
Thorn Whip	Whip	+ <u>15</u>	N/A
Thunder Arrow	Projectile	+50	Great Range
Toy Bow and Arrow	Projectile	+5	N/A
Twinkling Rod	Mace	+42	Higher spell speed
Used Darts	Projectile	+28	HP during battle
War Hammer	Mace	+42	Movement -10
Warp Staff	Mace	+38	Warps in combat
Whip of Light	Whip	+65	Skills +2
Wooden Pole	Mace	+5	N/A
Wooden Sword	Sword	+7	N/A
Wrecking Ax	Ax	+35	Boom
Zero Ax	Ax	+0	More weapon experience
Zero Knife	Knife	+0	More weapon experience
Zero Rod	Mace	+0	More weapon experience
Zero Shuriken	Projectile	+0	More weapon experience
Zero Sword	Sword	+0	More weapon experience
Zero Whip	Whip	+0	More weapon experience
Zero Willp	n mile		mai a med pan am par ichiat

EQUIPMENT

Adventure Clothes	NAME (LONG)	TYPE	EFFECT (1)	
An Sandaders				
Ancestor's Amulet Anger's Hat Anger Barette Helmet Anger Helmet Anger Helmet Anger Hat				77. 100.00
Anget's Hat		200020	The second secon	
Apron Armor -1 defense N/A Army Boots Shees -2 defense -15 movement Bomboo Armor Armor -6 defense N/A Borette Helmet -3 defense N/A Breast Plate Armor -6 defense N/A Chain Mait Armor -10 defense N/A Chain Mait Armor -13 defense N/A Chain Mait Armor -13 defense N/A Chain Mait Armor -13 defense N/A Chain Mait Helmet -5 defense N/A Comboy Hat Helmet -5 defense N/A Comboy Hat Helmet -4 defense -10 movement Corrous Clogs Shoes -13 defense -10 movement Curious Clogs Shoes -3 defense Warps when damaged Curtius Board Sheld -1 defense N/A Disease Charm Jewelry -5 defense N/A Dragon Gauntlet Shield -				
Army Boots				
Bambao Armor		17.17.11.00.00.00		The state of the s
Barcette				
Breast Plate			7 7 7 7 7 7 7 7	
Chain Mail				
Chameleon Armor		7 20 202 20		The state of the s
Climbing Hat	A STATE OF THE PARTY OF THE PAR			
Confusion Charm		With the second		
Cowboy Hat				(I - Market)
Crampons Shoes +18 defense +10 movement Curious Clogs Shoes +3 defense Warps when damaged Cutting Baard Shield +1 defense N/A Demon Sword Amulet Jewelry +5 defense +1 all magic resis Dragon Gauntlet Shield +5 defense N/A Dragon Boots Shoes +4 defense *5 movement Dress Shoes Shoes +30 movement N/A Edrrings Jewelry +1 defense *3 poison resistance Enchantress' Robe Armor +23 defense +1 againt all magic Escargot Shield Shield +7 defense *2 anti-confusion Fire Charm Jewelry +4 fere resistance N/A Fire Charm Jewelry +4 defense *2 anti-confusion Fire Charm J			241 22	
Cutrious Clogs		Marie Control of the		
Cutting Board Shield +1 defense N/A Demon Sword Amulet Jewetry +5 defense +1 all magic resis Disease Charm Jewetry +3 plag resistance N/A Dragon Gountiet Shield +5 defense N/A Dragon Boots Shoes +30 movement N/A Dress Shoes Shoes +30 movement N/A Earrings Jewetry +1 defense +5 movement Enchantress' Robe Armor +23 defense +1 against all magic Escargot Shield Shield +7 defense N/A Faury Robe Armor +10 defense +2 anti-confusion Fire Charm Jewelry +4 fire resistance N/A Flying Dragon Vest Armor +14 defense +2 anti-fire level Forest Charm Jewelry +2 forest (carthpator) pos N/A Frog Shirt Armor +10 defense +1 anti-water level Gauntlets of Light Shield +25 defense N/A Goggles Helmet <td< td=""><td></td><td></td><td></td><td>+10 movement</td></td<>				+10 movement
Demon Sword Amulet		SWILL STATE OF THE		Warps when damaged
Disease Charm			New York & Control Birds	And Mark Co.
Disages Charm			+5 defense	+1 all magic resis
Dragon Boots		Jewelry	+3 plag resistance	
Dress Shoes Shoes +30 movement N/A Earrings Jewetry +1 defense +3 poison resistance Enchantress' Robe Armor +23 defense +1 against all magic Escargot Shield Shield +7 defense N/A Fairy Robe Armor +10 defense +2 anti-confusion Fier Charm Jewetry +4 fire resistance N/A Fluffy Ribbon Helmet +2 defense N/A Fluffy Ribbon Helmet +2 defense N/A Flying Dragon Vest Armor +14 defense +2 anti-fire level Forest Charm Jewetry +2 forest (cartippator) pos N/A Frog Shirt Armor +10 defense +1 anti-water level Gauntlets of Light Shield +25 defense +1 all magic resistance Gauntlets Shield +20 defense +1 all magic resistance Gaugles Helmet +2 defense N/A Hero Badge Jewelry +2 defense N/A Hoty Ring Jewelry +10 defense +2 all magic resistance Hunter's Boots Shoes +1 defense +30 movement Hunter's Boots Shield +23 defense -20 movement Iron Pot Helmet +1 defense N/A Jade Charm Jewelry +2 attack N/A Jade Charm Jewelry +2 attack N/A Jade Charm Jewelry +2 attack N/A LA Shield Shield +10 defense +1 magic power level Leather Greaves Shoes +1 defense N/A La Shield Shield +2 defense N/A La Shield Shield +2 defense N/A Light God Amulet Jewelry +1 all magic resistance N/A Light God Amulet Jewelry +1 all magic resistance N/A Light God Amulet Jewelry +1 all magic resistance N/A Magic Block Charm Jewelry Gives resistance to magic block N/A Magic Block Charm Jewelry Gives resistance to magic block N/A Magic Block Charm Jewelry +2 defense N/A Magic Block Charm Jewelry +2 defense N/A Medal of Yore Jewelry Restore SP during attacks N/A		Shield	+5 defense	N/A
Earrings Jewetry +1 defense +3 poison resistance Enchantress' Robe Armor +23 defense +1 against all magic Escargot Shield Shield +7 defense N/A Fairy Robe Armor +10 defense +2 anti-confusion Fire Charm Jewetry +4 fire resistance N/A Fluffy Ribbon Helmet +2 defense N/A Fluffy Ribbon Helmet +2 defense +2 anti-fire level Forest Charm Jewetry +2 forest (earthpator) pos N/A Flying Dragon Vest Armor +10 defense +1 anti-water level Gontlets Grant Shield +25 defense +1 all magic resistance Gauntlets of Light Shield +25 defense +1 all magic resistance Gauntlets Shield +20 defense N/A Hero Badge Jewetry +2 defense N/A Hero Badge Jewetry +10 defense +2 all magic resistance Hunter's Boots Shoes +1 defense +30 movement HV Shield Shield +23 defense N/A Jade Gharm Jewetry +2 altack N/A Jade Jewetry +2 altack N/A Jade Jewetry +2 altack N/A La Shield Shield +19 defense +1 magic power level Leather Greaves Shoes +1 defense +1 magic power level Leather Greaves Shoes +1 defense +1 magic power level Leather Greaves Shoes +1 defense +1 magic power level Leather Greaves Shoes +1 defense +1 magic power level Leather Greaves Shoes +1 defense +1 magic power level Leather Greaves Shoes +1 defense +1 magic power level Leather Greaves Shoes +1 defense +1 magic power level Leather Greaves Shoes +1 defense +1 movement Magic God Amulet Jewetry +1 all magic resistance N/A Light God Amulet Jewetry +1 all magic resistance N/A Magic Block Charm Jewetry +1 all magic resistance N/A Magic Block Charm Jewetry Grives resistance to magic block N/A Magic Block Charm Jewetry Grives resistance to magic block N/A Magic Gloves Shield +20 defense Returns normal attacks Magic Block Charm Jewetry Grives resistance to magic block N/A Magic Gloves Shield +20 defense N/A		Shoes	+4 defense	+5 movement
Enchantress' Robe Armor 123 defense 1 against all magic Escargot Shield Shield 17 defense N/A Fairy Robe Armor 10 defense 12 anti-confusion Fire Charm Jewelry 14 fire resistance N/A Flying Dragon Vest Armor 114 defense 12 anti-fire level 19 forest Charm Jewelry 12 forest (earthpator) pos N/A Frog Shirt Armor 10 defense 1 anti-mater level 2 defense 1 anti-mater level 3 defense 1 anti-mater level 4 defense 10 anti-mater level 5 defense 10 anti-mater level 6 defense 10 anti-mater level 10 defense 11 anti-mater level 10		Shoes	+30 movement	N/A
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Motel Free				
Hore block				
		Jewelry	+3 magic	More block

Mogay Clothes	Armor	+30 defense	N/A
Moonlight Shield	Shield	+21 defense	+2 blizzard resistance
Mushroom Shield	Shield	+9 defense	+1 plague resistance
Oaken Shield	Shield	+3 defense	N/A
Officers Uniform	Armor	+9 defense	N/A
Officer's Badge	Jewelry	+15 movement	N/A
Old Armor	Armor	+4 defense	N/A
Orge Heim	Helmet	+20 defense	10 movement / warp 2
Outdated Armor	Armor	+4 defense	N/A
Paper Weight	Jewelry	User wont fall down when attacked	
Paralysis Charm	Jewelry	Resist paralysis	N/A
Pearl Helmet	Helmet	+7 defense	N/A
Pirate Hat	Helmet	+4 defense	N/A
Pof Lid	Shield	+1 defense	N/Ā
Rabbit Shoes	Shoes	+5 defense	+30 movement
Rainbow High Heels	Shoes	+5 defense	Warps when damaged
Raincoat	Jewelry	Prevents falling asleep	N/A
Revival Stone	Jeweiry	Revives fallen character	N/A
Ribbon	Helmet	+1 defense	N/A
Rubber Boots	Shoes	+1 defense	+20 movement
Rune Ring	Jewelry	+1 defense	Slows IP usage
Safety Helmet	Helmet	+3 defense	N/A
Seashell Shield	Shield	+8 defense	N/A
Shell Sheild	Shield	+5 defense	N/A
Shell Armor	Armor	+8 defense	N/A
Shiny Shoes	Shoes	+35 movement	N/A
Skull Armor	Armor	+15 defense	N/A
Sneakers	Shoes	+35 movement	N/A
Soldier's Uniform	Armor	+7 defense	N/A
Soul of Asura	Jewelry	+1 Combo/Critical	N/A
Spectacles	Jewelry	+2 critical resis	N/A
Spirit Helmet	Helmet	+42 defense	Prevents sudden death
Sports Wear	Armor	+4 defense	N/A
Stone Head	Helmet	+9 defense	N/A
Sudden Death Charm	Jewelry	Dives resistance to sudden death	N/A
Sunday Best	Armor	+2 defense	N/A
Swordfish Armor	Armor	+12 defense	N/A
Thick Armor	Armor	+12 defense	N/A
Turban	Helmet	+13 defense	N/A
Warp Shoe	Shoes	Warps during attacks	N/A
Wind Charm	Jewelry	+4 wind resistance	N/A
Wing Boot	Shoes	+7 defense	+50 movement
	Shield	+1 defense	N/A
Woolen Mittens	Armor	+3 defense	N/A
Work Clothes	ATIIIOT	o de jense	



The first section of the game serves as your "introduction" to the world of Grandia. Although this mini-quest doesn't have a direct bearing on the rest of the game, it will get you familiar with the control system.

Great, Sue! That's the first one!!
That leaves the Shield of Light, the

After the opening movie, which has probably left you with more questions than it answered, the game opens in the town of Parm, where we meet Justin and Sue, our two intrepid adventurers. Sue has found one of four "Legendary Treasures."

2

As you promised.

As you promised.

Starting tomorrow, Sue's in my gang.

it seems that Justin has a bet with Gantz, a rival youth. if Justin and Sue cannot find the "Four Treasures" before sundown, Sue will have to join Gantz's gang as his bride. 3

After talking with Gantz, follow the canal edge until you find a set of stairs.

Go down the stairs and explore to the West. Keep going until you reach the bridge.

Say. Justin.
You think this pot could the Marrior's Helmet?

At the base of the bridge you will find the "Warrior's Helmet." Touri of Parm

This overview map reveals the location of the Helmet. The red dot on the left is the Helmet. The three green marks on the bridge in the lower right are Gantz and his cronies.



receive a game hint. Keep an eye out for these cones as you play the game. They come in quite handy at times.



After you have the Helmet and the Shield, return to Gantz to discover the location of the "Spirit Sword."

town (marked by-a red dot on this map) and enter the Port of Parm.

11 Iour of Parm

Gantz's brother, Tentz, has the key you'll need in order to get the Sword. You'll find Tentz hiding behind a building near the second bridge to South Parm. The red dot on this map is Tentz's hiding spot.



When you find Tentz, he will be crying.



Talk to Tentz, and threaten to tell Gantz that Tentz has done something wrong.



Once you threaten Tentz, he will break down and admit that he has lost the key to the treasure chest.



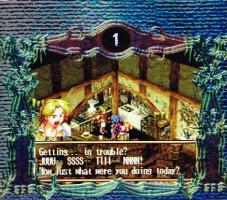
Justin and Sue will offer to help Tentz find the key. Walk past Tentz into the courtyard. You will automatically go down on your hands and knees and start searching for the key.



Chapter 2: THE SPUR



The story starts to unfold in this chapter, as you learn more about your father and the mysterious Spirit Stone. You'll fight your first battles near the end of this chapter.



Justin and Sue will end up at the Seagull Restaurant, which is owned and operated by Lilly, Justin's mom. Go behind the counter and talk with Lilly. She'll be angry, because she knows that you've been causing trouble all day.

if you respond with the first or second answers, you'll get whacked on the head.

Tell Lilly that you haven't been doing anything all day. Yes, you need to lie to your mother in order to move the story along.

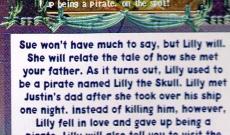


Lilly will catch you in the lie, and you'll get whacked again, but at least you'll be able to continue the adventure. Head upstairs to catch some dinner.



You will need to chat with everyone at the table before you can finish dinner.

pirate. Lilly will also tell you to visit the museum curator. Apparently he has something to give you.





and Lilly, click on Justin. Tell Lilly that you're full, and you will be excused from the table.

accompany you to the museum. Before you leave, examine Justin's room. You'll find a First Aid Kit, some Antidote and some cash. Southeast, past the train station, to the Baal Museum.



exhibit hall and talk to the Curator. The curator will return your Spirit Stone and tell you to meet him in his office.

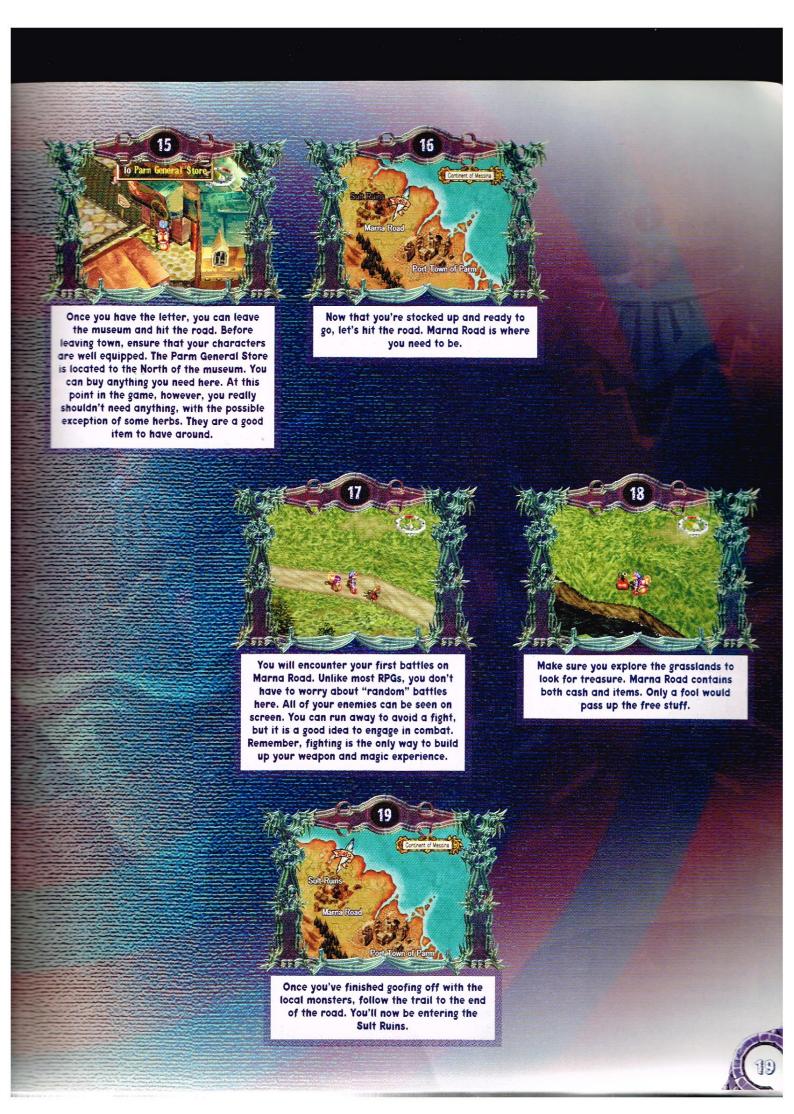
tell you to look around. Examine the statue and it will fall apart. Don't worry about breaking it though. You *have* to break the statue in order to move on in the game.

statue is "fixed", you can go to the Curator's office. He will be ready for you.



in the curator's office, the curator will ask you about the noise. You should tell him that you broke the statue, but he won't believe you.

introduction." This letter will allow you and Sue to access the Sult Ruins.



Chapter 3: THE SULT RUNNS



in this section of the game, you'll fight your first boss fight. You'll also learn to use the compass to navigate to a destination. This is also where you'll first encounter Mullen and Leen face-to-face.



Who goes there?

You will need to present the "Letter of introduction" to the guard outside the entrance. Without the letter, he will not let you pass.

Listen up! After traveling all the way from the New Continent, we won't tolerate failure! Be sharp out there!

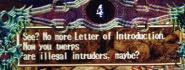
As soon as you enter the Ruins, the game will trigger a story sequence. Kick back and watch the story unfold.

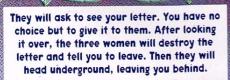
How suspicious! Who are you?!

How suspicious! Who are you?! I show no mercy, even to kids. Now ANSWER!!

Head down the ramp to the excavation site. Go talk to the three female sergants

— Nana, Saki and Mio.







Justin, you really want to go down? Didn't you hear what those three said?

After saving your game and recovering your HP at the save/recover point, head over to the underground entrance. You've come this far, don't back down now.



Once you make it underground, you'll encounter a battalion of Garlyle troops. Mullen and Leen, the two soldiers you first saw in the opening movie, are addressing the battalion. The game will play out this sequence automatically, so just sit back and enjoy.



Control will now return to Justin and Sue. in order to keep on track (and to prevent getting lost), orient your view so that North is pointing towards the top of the screen. As you explore the ruins, walk near every guard you see. Don't worry, they won't see you, but you will be able to eavesdrop on all of the different conversations.

So long as you keep moving to the East, you will know that you are moving in the right direction. Eventually you, will come across a save/recover point Restore your health and venture North.

You are now in the B2 level of the Sult Ruins, it is a good idea to use the map points to get your bearings.



Explore the ruins in the B2 level to find some useful items. Look around for Armor, Herbs and a Battle-ax. Keep in mind that you can only carry so many items at one time. If you have too much stuff, you will have to discard an item before you can pick up something new.

Near the East side of the Ruins, on the upper level, you will encounter an exclamation point. Activate the point and you will push down a pillar. Now, cross over the pillar to the other side.

Once you've crossed over to the north side, you will see some soldiers standing around a mysterious statue. There will also be a save/recover point here. Take advantage of it.

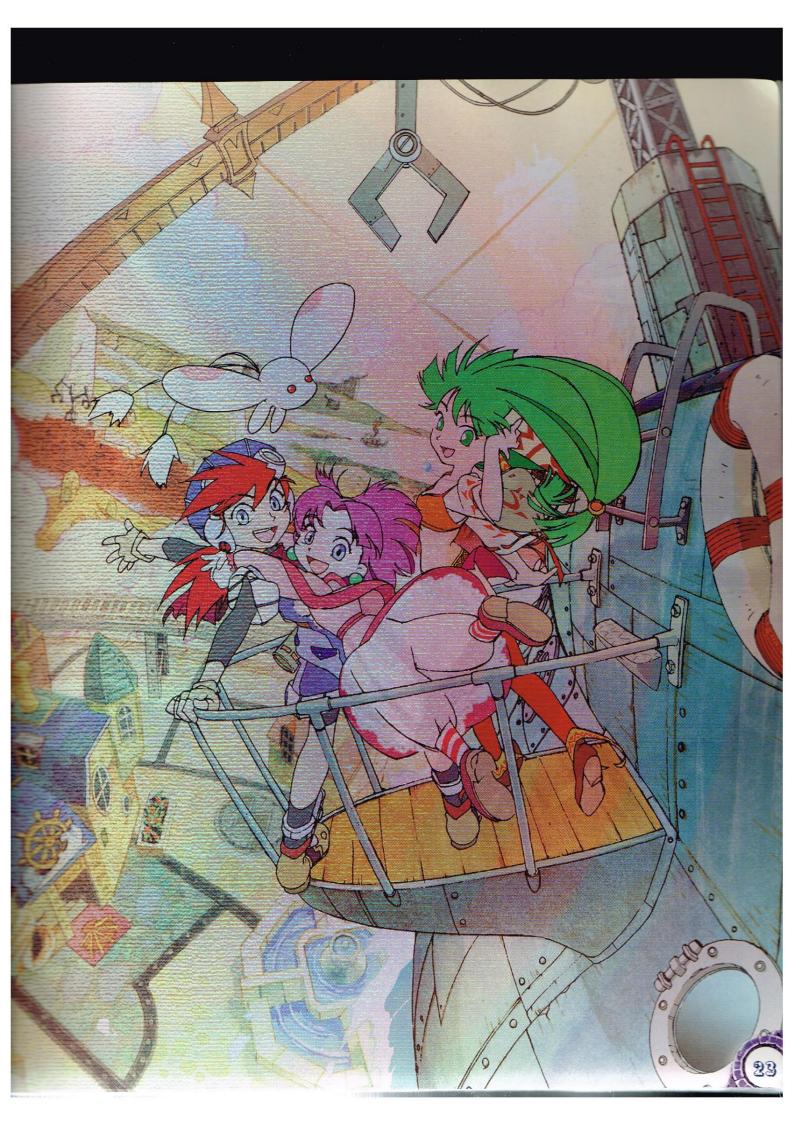


After recovering your health, go examine the statue. Suddenly, your Spirit Stone will start to glow.

The statue will open to reveal a passageway. Go in.

Follow the passageway to either end and press the button. You may have to press the button more than once before the passageway will open.







Java is an "old school" adventurer who will give you your first formal training. You need to help Java in order to leave Parm.

Talk to Lilly and save your game. After you save, talk to Lilly again and tell her that you're ready for dinner.

During dinner, talk to Lilly. She will tell you how to get to the new continent.

The next morning, Sue will stop by to get you. Take Sue and head to the harbor. if you

remember back at the beginning of the game, the harbor is located in the Northeast corner of town, in the Port of Parm.

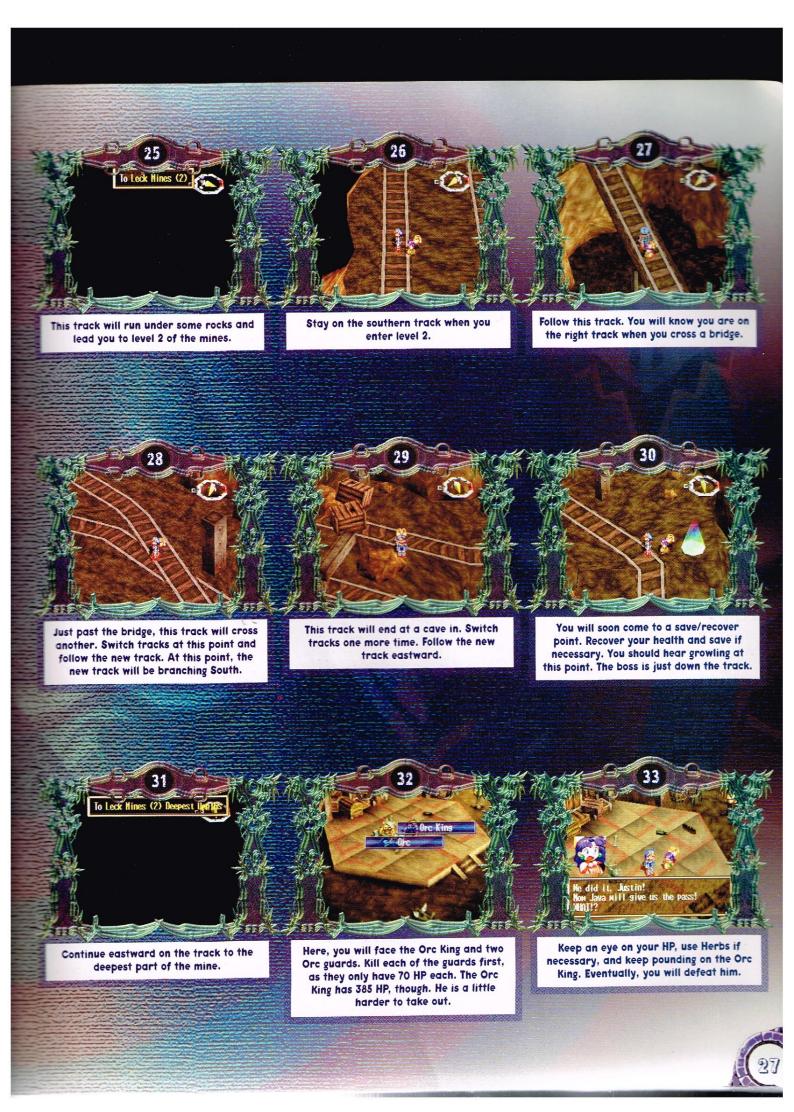
Talk to everyone at the port until you find a man in silver. He will tell you about an adventurer named Java. You will need to find Java and get his Pass, if you want to get on a ship. Without the Pass, you will not be able to board a ship for the new continent.

Return to downtown Parm and go to where you found Tentz crying near the first section of the game. Talk to the lady outside the café. She will let you inside, but only if you can find the man with the key.

The fellow with the key is hanging out at the Port of Parm, so you'll have to return there. Talk to everyone and, eventually, you will meet up with the right person. He will give you the key and you can return to the café.









Your victory is short-lived though, as the mine has begun to collapse!!! Fortunately, Java is waiting right outside the Orc King's lair with a mine cart.



The game now switches to another noninteractive section, as Java steers the mine cart through the maze of tunnels. Your Dual Shock motors will get a workout as the cart races to safety.



Thanks to Java's skill, the three of you emerge from the mine unharmed. Java congratulates you on a job well done. He takes you aside and tells you that an adventurer's life is a lonely one. He advises you to leave Sue in Parm and gives you his Steamer Pass. You can now travel to the new world!



Return to Parm with Sue.



Now that you're getting ready to leave for the New World, you realize that an adventurer's life is a lonely one.

Although she won't like it, you'll have to leave Sue in Parm.



When you arrive in Parm, Sue asks why you've been so quiet. Maybe it has something to do with the advice Java gave you?

As you leave the train station, Sue just can't stop talking about the adventures you're going to have in the New World. When you tell her you're going alone, she runs off crying.

With Sue gone, there is nothing to do but go home and rest. Return home and chat with Lilly. Save the game and then eat dinner with Lilly.



The next morning you will awaken, ready for adventure. Before leaving for good, however, you leave your picture on the wall, right next to your father's picture. Go to Parm Harbor and talk to the guard by the gate. Show the guard your Pass and

he will let you enter the waiting area.

Oh, good morning, Justin Today my husband is going to sea Lso I came to see him off.

Wander around the waiting area and chat with everyone.





ollow you to the New World. Since she was a stowaway

Surprise, Surprise — Sue didn't listen and decided to follow you to the New World. Since she was a stowaway on the ship, the crew wants to throw her overboard. Can you save her?



As a passenger on the ship, you have free reign. Roam around and talk to whomever you wish.

Follow Puffy up the stairs to the main deck.



Head over to the passenger lounge on the first-class deck and you'll start hearing people talk about a girl with a ribbon in her hair.



After you've finished in second-class, go up to the first deck. You'll run into Puffy. The strange thing is... Puffy shouldn't be here.



it turns out that Sue has followed you on board.



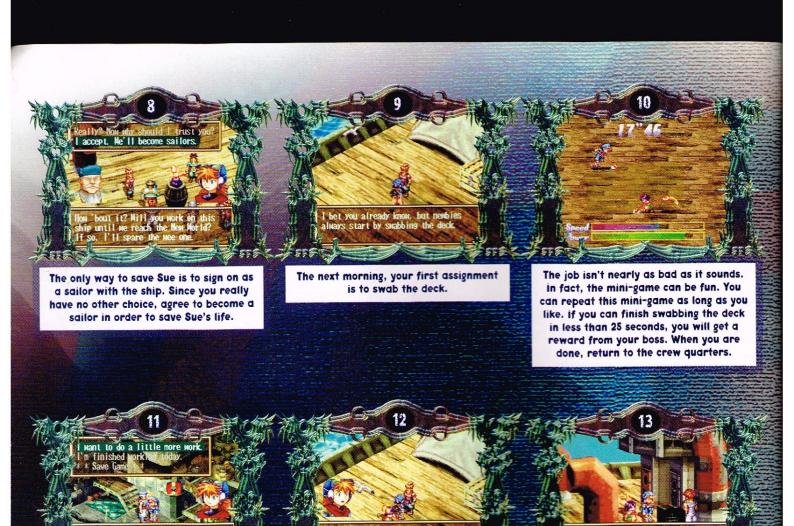
Go to the second-class cabin (where you're staying) and talk with everyone there. You'll also find a merchant in the second-class cabin.



There is only one minor problem. Sue is a stowaway and the crew is getting ready to toss her overboard.

as followed you I.





The next morning, your boss will ask if you're ready for more work. Answer in the affirmative.

Go back to the main deck and start swabbing again. After you finish, the sailor in charge will reprimand you, telling you that an important guest is coming on board and the ship must be in tip-top shape.

On your way back to your quarters, you'll run into someone cleaning a light. He tells you that the upcoming guest is an adventurer. Because the guest is due the next morning, you should return to your quarters and sleep.



in the early morning, the steamer will flash a signal and the surprise guest will come on board. As is typical of a young lad, you will oversleep the morning of the surprise guest. Sue, however, will get you out of bed and make sure you are ready to meet the new guest. Head to the deck to meet the surprise guest. Unfortunately, you've missed the big arrival...

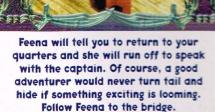
BUT you will still get to meet Feena, the greatest adventurer in the New World. Sue is thrilled that the adventurer is a girl... You're a bit dumbfounded.



As the ship continues its journey, Feena becomes good friends with you and Sue.



Talk with Feena. After you've chosen every option, the wind will pick up, the seagulls will leave and the skies will darken. We've got a bad feeling about this...





On the bridge, we learn that the mysterious weather is caused by the appearance of a legendary Ghost Ship. The captain and crew fear for their lives, but you can feel the adrenaline flowing. Ignore Sue's advice to return to your quarters. You need to be around for the Ghost Ship.



Head down to the deck. You'll see a short FMV of the Ghost Ship approaching.



After the ship appears, Feena will attempt to recruit crewmembers to help explore the ship. None of them dare set foot on the Ghost Ship. Offer to join her.



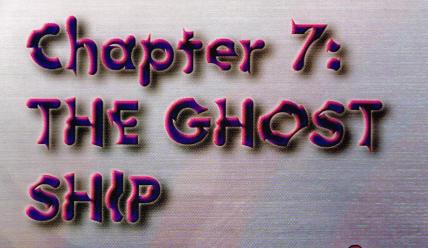
At first, Feena will turn you down. You must be persistent and keep telling her that you will accompany her. Feena will continue to refuse your offer. Finally, you will decide to explore the Ghost Ship yourself.



Once you say you're going over alone, Feena will have a change of heart. The three of you will cross over to the Ghost Ship together.



Now that Feena is in your party, you must climb the rope to the eagle's nest. From here, walk along the extended crane arm until you reach the Ghost Ship.



Before you can get to the New World, you have to fend off an attack from a Ghost Ship. This is your first adventure with your new friend, Feena.



Jump off the rope to reach the deck of the Ghost Ship. Feena remains cautious about the whole situation.

I think we can go down from here I'll go first, Lso you two follow me.

Explore the deck of the ship until you reach a broken porthole. Follow Feena down below deck.



You'll emerge near a save/restore point.

Do what you need to do and then let's get
on with the adventure. Now is a great time
for a bathroom break.



Exit this room and enter the ship's hold. in the hold, you'll find treasure and Ghostoids! Collect the treasure and fight off the Ghostoids. Now is a good time to experiment with Feena's fire magic. 5

Search the hold until Feena finds a hole in the floor. Take the hole to the bottom of the ship. To the Grost Ship Treasure Room

Once at the bottom of the ship, you can collect more treasure and fight more opponents. After the ship bottom is cleared, take the rope up to the treasure room.



in the treasure room, there are three doors leading back to the hold. Facing the doors, you want to take the rightmost one.

Go through it, back to the hold.



Climb down the rope to reach the center platform. Once there, cross the rope bridge to the hole in the wall. Go through the hole. This will put you on the lower deck of the Ghost Ship.



in the center of the lower deck is a set of stairs. These lead to the mid-deck. Go there.



At the far end of the mid-deck there is a treasure chest with a Pirate Hat inside. Take the Hat and then take the ladder to the hall.



Careful! I have a bad feeling. Like a predator stalking its prey.

in the hall, you will find a save/restore point, as well as more treasure. Save your game, restore your health and then exit through the ornate door surrounded by fish statues. This is the entrance to the Captain's Cabin.



Looks like the ship's los.

Explore the cabin until you find the ship's log. The log will speak of a monster attacking the ship.



Suddenly, the Squid King will appear! You'll have to fight for your lives. Because the Squid King is the first multi-part boss, he's a bit more difficult than what you've faced so far. Concentrate on taking him out piece by piece. Don't forget to use recover potions to keep your health up.



The battle is over. You'll receive your first Mana Egg for defeating the Squid King. The egg can be traded for magic at a weapons shop. Unfortunately, you aren't out of danger quite yet. The battle has damaged the ship and it is about to sink. The only thing to do is RUN AWAY!



Leave the Captain's Cabin and return to the hall. At the opposite end of the hall is a locked door. You won't be able to open it, but Feena can. Once the door, is open run for the deck. Feena will throw a rope to the Steamer. Grab hold and hang on for dear life as the Ghost Ship sinks around you.



Safely back aboard the steamer, you receive the thanks and appreciation of the crew. The ship is nearing New Parm, so this part of your journey is almost over.

After the discussion is over, you will return to your quarters.



Back in your quarters, talk to your boss and save the game. Then, go to sleep for the night. The next morning you'll be assigned deck duty again. Head to the deck to start swabbing.



Before you make it to the deck, though, you'll be stopped by one of the crew. The ship has reached the New World, Elencia. It is almost time to leave the ship and continue on with your adventure.



in a scene reminiscent of that "big blockbuster movie with the boat," you and Sue make your way to the bow of the ship to watch the landscape roll in. While you're hanging out up front, Feena will stop by to talk with you.



After chatting with Feena, she'll ask if you want to go ashore. Answer YES and you will disembark for the New World.

Choloter 8: NEW



You've landed on the shores of the New World. This continent is unlike any you've seen before. You'll meet new people and discover new lands. You'll also find some spiffy new weapons.



Once you land ashore, Feena will part ways with you — temporarily. You need to go to the Adventurer's Society, but Feena doesn't want to go. She claims to have her own reasons. She'll invite you to stop by her house and visit her later.



Head to the Northwest corner of the Port of New Parm. The Adventurer's Society has an info desk here. Go inside.



Talk to the man behind the desk and he will tell you where to find the Adventurer's Society main office.



Go to New Parm and find the Adventurer's Society main office.



Then you need to be a member of the Society. You need the president's OK. He's back there, in the office.

inside the main office, you'll find the receptionist. Talk with her and she'll refer you to the president of the Society. You may need to chat with her more than once before she refers you to the president.



You won't be able to enter the office without a password! Return to the receptionist and she will give you the password.





it seems that Mr. Gauss is no longer the president of the Society. Mr. Pakon is now in charge and he is a bit on the weird side. Pakon refuses to honor the letter from Lilly. Pakon also has a huge crush on Feena. it's no wonder she didn't want to come to the Society office with you.



Since the meeting with Pakon went nowhere, Sue suggests you head for Feena's house. I suggest that you follow Sue's advice. Leave town and go to Merrill Road.



Fight your way down Merrill Road until you arrive at Feena's house. A Mana Egg is hidden in Merrill Road. Look around for it.



Feena isn't home when you arrive. Look around the house until Sue spots the pink panties.

Dho? He? But I've sot adventures.
Stiff Int. Ok. | suess so.

Oh. | suess so.
But I wouldn't ever be lonely if you lived here too. Justin.

At this point, Feena will arrive and there will be some embarrassment, but all is well. The three of you will sit down for a nice dinner. During dinner, Feena starts putting the moves on you.



Ask Feena each of the three questions. Invite her to go exploring with you. She'll thank you for the offer, but decline due to the rules of the Adventurer's Society.



Someone appears outside Feena's house and starts calling to her. it is Pakon! He threatens to take away Feena's Adventurer's Pass if she doesn't marry him.



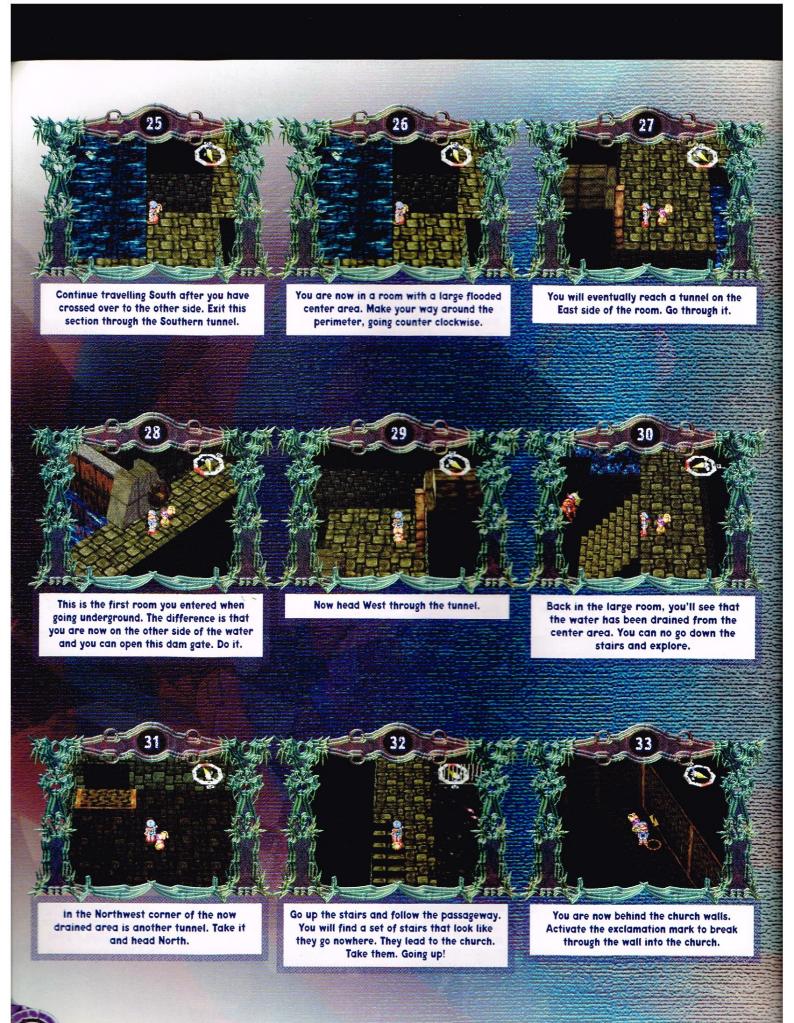
Feena tells Pakon that you are her fiancé, in order to get him to leave. Unfortunately, Pakon won't take no for an answer. He calls out his bodyguard, Chang. Chang catches you by surprise and knocks you out.

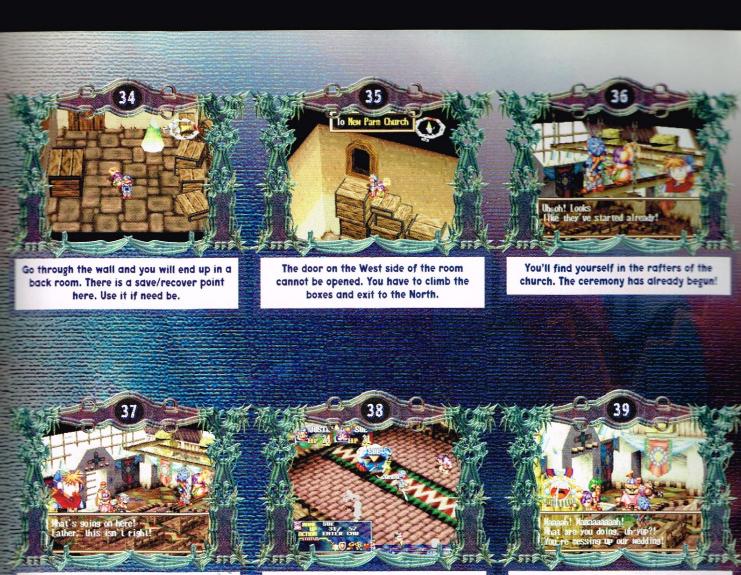


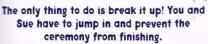
l've sot it, Sue! Me're soins to so save Feena! I mon't let Pakon have his may!

While you were out cold, Pakon took Feena to get married. You must return to New Parm and stop the wedding!

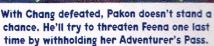








Pakon just doesn't want to take no for an answer. He'll call out Chang again, but this time you're ready for him. As long as you have a few healing items handy, the battle with Chang should be easy. If you have Earth magic, cast a defensive spell on your party.





it looks as if Feena is about to go back to Pakon, for the sake of the Pass, but she doesn't. instead, she tells Pakon to get lost and she leaves the church with you and Sue.



Outside the church, the town has been waiting to celebrate. They really don't seem to care that Pakon is nowhere to be found.

They just want an excuse to party.



After leaving the church, return to Feena's house, where you can rest up and prepare for your adventure.







This is a fairly standard adventure chapter. You have to find some Ruins, catch up on the story and kill some monsters — not terribly hard. Have fun with it, it is a good time to level up some of that magic.



Like most of the roads you will travel in the game, the path through the Rangle Mountains is fairly straightforward. Just follow the compass indicator and you should be fine.

There is one Mana Egg hidden in the West Rangle Mountains.

To East Resele Hountains

if you avoid fighting, crossing the West Rangle Mountains should take less than two minutes. You'll want to cross over into the East Rangle Mountains. Another Mana Egg is hidden in the East Rangles.



Once you reach the East Rangle Mountains, Feena will suggest setting up camp. There is a save/recover point here as well. Go ahead and have a dinner discussion.



You know, we saw several female soldiers at the Sult Ruins.

I wonder if she was one of them.

Feena tells you and Sue that her older sister joined the Garlyle military about two years ago. Is her sister one of the girls you saw at the Sult Ruins? For now, we'll just let that question remain unanswered.



When you're done with the conversation, click on Justin and everyone will go to sleep. When you awaken in the morning, Feena is already up. Feena will show you and Sue the Misty Forest and the End of the World on the horizon.



You are amazed by the size of the massive wall, but remain unconvinced that it *really* is the End of the World.



Make sure your party is at full health (use the save/recover point if need be) and then continue on your way to the Dom Ruins. Crossing through the East Rangle Mountains is almost as easy as crossing through the West Rangle Mountains. Once again, if you avoid fighting, the journey should take less than two minutes of your time. Once you've made it through the mountains, the Dom Ruins will be selectable on the world map.

You'll begin your journey in the Mysterious Forest. Simply follow the compass indicator and you'll be at the Ruins in no time.



At the Ruins, Feena will urge caution, but the three of you will push ahead.



Keep moving East through the Ruins. As you explore the Ruins, watch out for traps such as the sliding rock heads.



When you get to the first intersection, turn to the South.



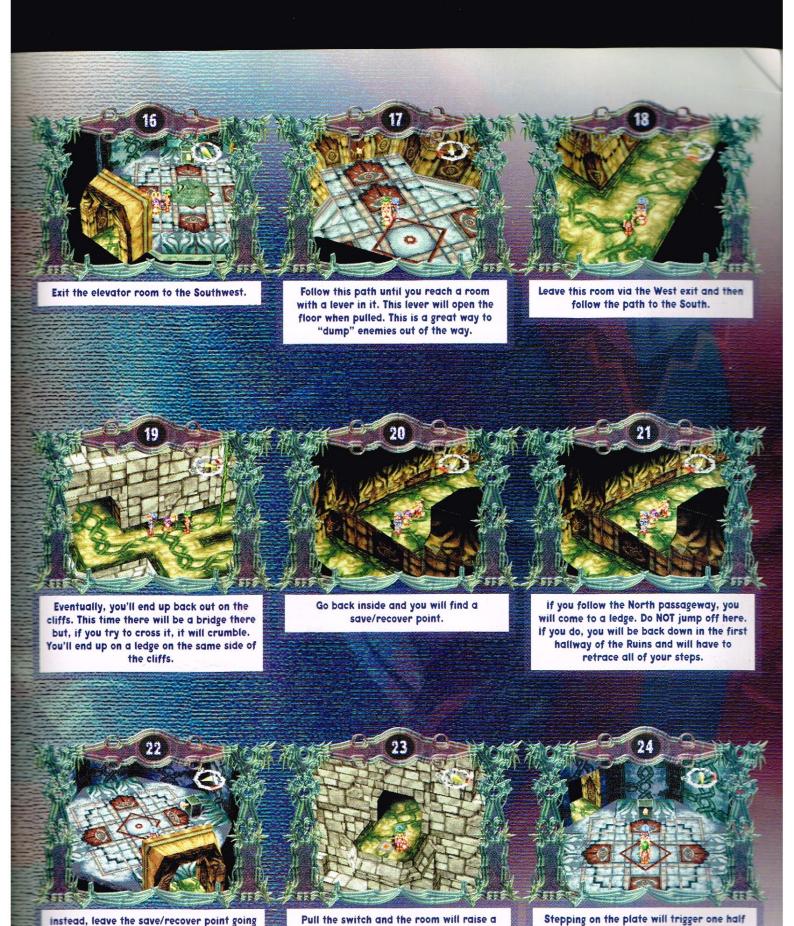
Follow this path until you enter the interior of the Ruins. A Mana Egg is hidden in the second section of the Dom Ruins.



inside the Ruins, just take the hallway until you reach a door. You will need to avoid a series of the sliding rock heads. When you reach the door, open it, and go outside to the cliff face. You will find a vine here. Climb it. And re-enter the Ruins on the upper level.



When you reach a room with a switch in it, pull the switch. This activates an elevator that will move you down a floor.



floor. Follow the patch to the cliff and then

step on the colored plate.

to the West. This will lead you to another

room with a switch.

of a stone bridge. Now, retrace your steps back to the elevator room. Throw the switch again to go back down a floor.



28

extended, you can cross to the other side.

The path you followed will also lead back out to the cliff, but this path has a vine which you can climb. Climb down to the lower ledge and reenter the Ruins.



Eventually, the path will lead to a room with four exits. Take the exit to the Southwest. If you exit to the West, you will end up at an earlier section of the Ruins and be forced to back track. The East exit is a dead end.



Follow this path to another elevator room. Throw the switch and you will go down one level.



Exit the elevator room and you will find a save/recover point. Restore your health here.



Behind the door is the boss Ganymede! Go through the door and prepare for battle.

Ganymede was protecting the treasure of the Ruins, the Room of Illusion.



The Room of illusion here is just like the one back at the Sult Ruins. Touch the center sphere and Liete will reappear to you and explain more of the mysteries of Alent.



Liete will tell you that there is no "End of the World." She tells you to travel East if you want to get to Alent.



Once you finish talking with Liete, make your way back out of the Ruins. At this point, everything should be dead, so it is a simple matter of retracing your steps until you make it outside.



You'll meet a new character in this chapter. You'll also learn a new language. There are a few, nasty boss fights in here, so don't forget to save regularly and save often.

Leave the Ruins and make your way back to New Parm to prepare for the journey. On your way back, however, you'll run into an injured boy. 2

Not knowing what to do, you take the boy back to Feena's place. As soon as you leave, though, the Garlyle military comes through looking for the injured boy. 3

If I had an herb called suffa need it would fight the infection. But at this time of year....

Back at Feena's place, the boy is resting, but still quite ill. You must go into the mountains to search for a special Sulfa Weed to cure the boy.

The weed is in the mountains behind Feena's house. You'll need to break down the fence to get there. Justin, this is
Hill II sulfa weed.
No can only use the RED type.

As you explore the mountain area, keep an eye out for a red weed. You will find plenty of white weeds, but the boy doesn't need those. Hang on to the white Sulfa Weeds though, because you can use them to recover health.

I found it! This is red sulfa weed!
I thought all of it had
ai thered away by non.

After a few minutes of searching, you will find the red weed.



Once you have the red weed, return to Feena's house.

The next morning, the boy has made an amazing recovery. You awake to find him outside playing a flute.

Try to talk with the boy, but you won't be able to understand him. He is speaking in a foreign tongue.



As you attempt communication with the boy, the Garlyle military surrounds you! They're being led by Nana, Saki and Mio, the three girls from the Sult Ruins. Since you are surrounded, you have no choice but to give up. The Garlyle Forces will take you back to their base.

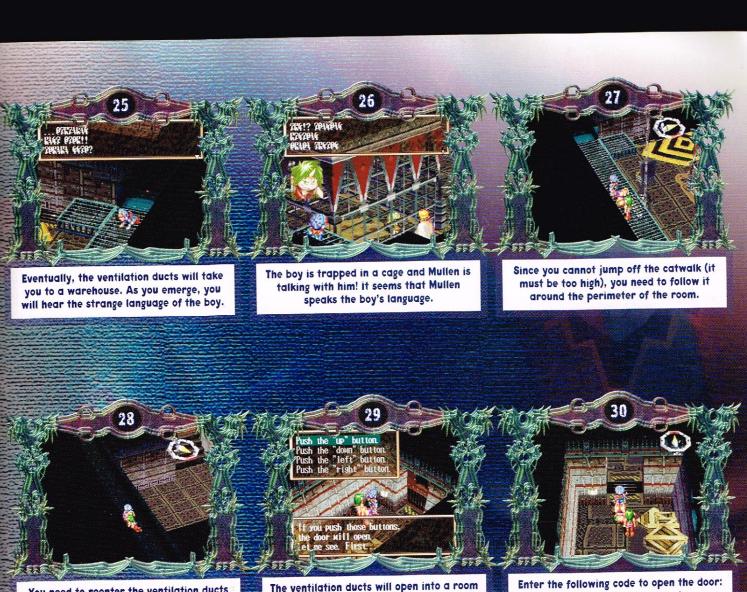
Trapped in jail, the situation seems hopeless...

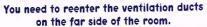


Examine your cell and you will find a Pipe on the floor. Take it.

Sue will pretend to be sick to lure in the guard. When he opens the cell door, whack him upside the head. Exit this room to the lower right. There is a door here, you just can't see it from this angle.







The ventilation ducts will open into a room with a locked door. The door is protected by a code key.

right, right, left, left, down, up, down, up.



The next room has a save/recover point. Use it and press onward!



You will find yourself in the room with the boy. But his cage has no doors. How do you open it?



Explore around the room and you will find a Cinch with a chain on it. Activate the Cinch and it will raise the cage.



w, talk to the boy and he will offer each you a Nut. Take the Nuts and eat them.

The Nuts taste TERRIBLE, but they have a powerful effect. You can now understand the boy's language.

Now that the boy is free, you learn that his name is Rem. And, while i'm sure you would just love to stay and chat, remember you are in a Garlyle base. You need to escape.



On your way out of the base, you'll encounter Saki and her guards. She'll try to stop you.

Defeat Saki and you'll earn the Master Key. You need the key to escape the base. Take out her guards before attacking Saki directly. After the battle with Saki, follow the passageway to the South. Keep going and you'll encounter Nana. She'll make fun of Saki for letting you go and then try to stop you herself. Nana is pretty much the same as Saki — no worries here.



With Nana down, you've got one less obstacle in your way. Continue up the stairs into the main section of the base.



The base alarm has sounded! Follow the compass pointer to make your way out, but you'll be intercepted by Mio and her guards. Take them out. Like, Saki and Nana, take out the guards before going up against Mio.



Once Mio is down, you would be wise to save your game before continuing.





Check each train car for items. You never know what you'll find hiding in the seats.

Finally, you've made it to the front of the train. You'll be safe from the soldiers here for now. Problem is, there's no way to escape.

in a fit of brilliance, you realize what needs to be done. (OK maybe you realized it because you read it here in the guide). Go over to the Brake Switch and grab it.



instead of engaging the brakes, you'll snap the lever. At this point, the troops will come running in and threaten you with death, but you've got another plan. Feena and Sue will separate the cars as you leave the engine room. With no brakes, the engine will speed away with the troops on board, as you and the gang coast to safety in the forest. Now that you're free of the Garlyle threat, Rem will invite you to Luc Village, his home.



When you first try to enter the forest, the mist is too thick. You can't see a thing. Don't worry though, Rem knows what's up. He'll take care of the mist for you.

Now that the way is "clear", you'll find a save/recover point right by the train. Take care of business and then continue North to the village. As you wind your way through the forest, keep an eye on the compass. It will point you in the right direction.





There really isn't much to this mini-quest.

Just follow the path up the left hand side
of the mountain.



Along the way, you'll run into a few enemies, but they shouldn't be very difficult.



Reaching the peak should take you no more than five minutes. if you get lost, just remember; go left and go up. Constantly go up.



Don't miss this treasure cache near the peak. it is just off to the side of the path.



Closer still to the peak is another treasure cache. Don't forget to get the goodies.



Finally, you've made it to the peak. Take the Nectar Jar.



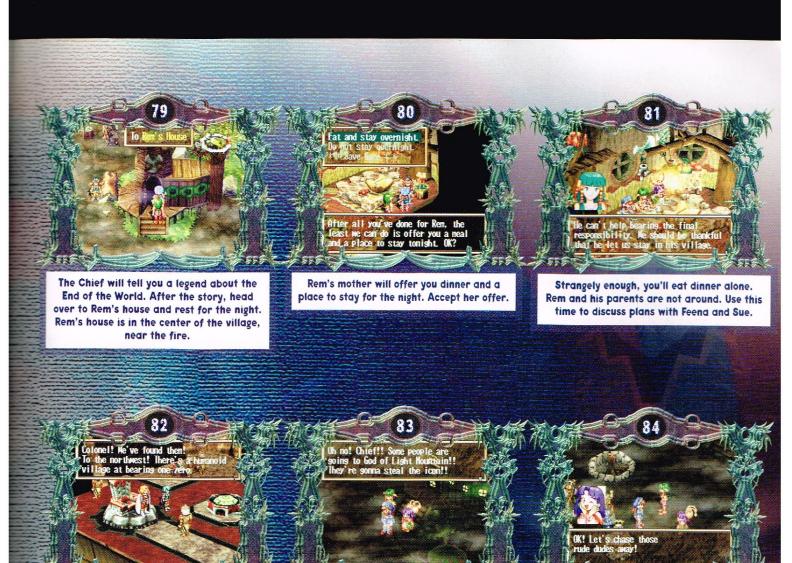
Now, make your way back down the mountain and to the village.



in the village, return to the Chief's house.



Because you returned with the Nectar, you are now regarded as "one of the village members," but the Chief does not want to give you a Mist-Clearing Nut. He regards them as too valuable.



Just when you thought you were clear of Mullen and Leen, the two make a reappearance. It seems they've discovered the location of the village! The sound of the Garlyle airships wakes the village. Go out and investigate.

The Garlyle Forces are after the village's idol. it is up to you to protect the village.



You need to climb back up to the top of the mountain once again. This time, though, there are soldiers that will attempt to block your path.

After you've defeated five groups of guards, you'll be able to continue on your way up the mountain.

At the peak, you'll find Leen and the statue. She's already connected a series of chains to the statue and it is being taken away by an airship!



When you try to stop her, she'll turn around. For some reason Leen is quite surprised to see Feena.

it turns out that Leen and Feena are SISTERS. Leen will start to fly off with the statue, but you aren't about to let her get away that easily. In a move of desperation, you jump to the statue.



Unfortunately, it is all for naught. Your Spirit Stone will begin to glow and the statue will break, dropping you onto the ground. Leen reports back to Mullen that you have a Spirit Stone.

Back on the ground, Feena and Sue run up to check on you. You survived the fall, but the statue is toast.

Even though the statue was damaged, the village is grateful for your help. The Chief will give you a Mist-Clearing Nut so you can be on your way.



Make your way back down the mountain (again).



Save your game, restore your health and stock up on items in Luc Village before heading out.



Make sure you leave the village through the back gate. You want to end up in the East Misty Forest. If you go back out the way you came in, you will just hit a dead end. Next stop — The End of the World.

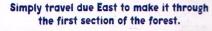


Finally, you're nearing the End of the World... Or is it? The End of the World is a big, mysterious wall that no one has ever crossed over. You are determined to be the first — not too many enemies here.



When you first enter the East Misty Forest, you won't be able to see anything.

Use the Mist-Clearing nut that the village chief gave you to clear your way.



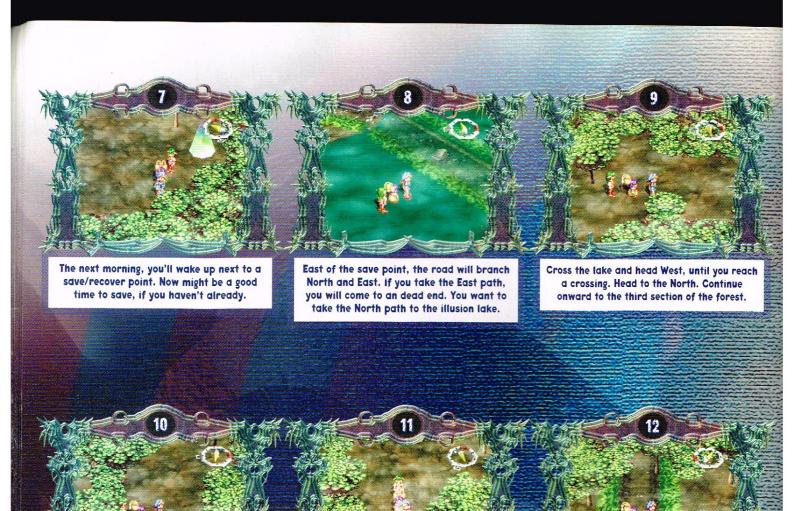


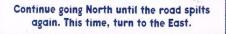
in the second section of the forest, the path will twist a bit more. Keep following it to a river. Cross at the rock. This looks like a safe area.
Hey don't we camp here tonight?

After you cross the river, Feena will suggest camping for the night.

Ne've come a long way. I'm sure
It's just a little farther. Sue
Cant, you do it?

Talk with Feena and Sue over dinner before retiring for the night.





Keep going East until you find a path that goes South. Take it.

You'll come to another river with a stone in it. Cross here.



Follow this path to the third section of the forest.

Keep moving to the East and you will eventually make your way to a save/recover point. Save your game and then climb the hill just past the save point.

it's the End of the World! You're here. WOW is that wall big!





At this level, the clouds are starting to pass by. You'll also face an unbeatable enemy here, a stone golem. You can't kill him yourself, but allow him to follow you to the right. He'll walk under a loose block and get knocked off the wall. Touch the clay bird to make it fly away. Once it is gone, press the switch it was sitting on. Suddenly it returns to attack! Don't worry, though, the bird is easy to defeat.



Once the clay bird is toast, an exclamation point will appear, showing the way to the fifth section.



You'll run into a few small enemies here. Nothing much to worry about.



Onward and upward! Remember; if you find a switch, hit it!



The magic exclamation point will appear once more, leading the way to the sixth level.



Sue's tired and wants to camp out.



Chatting over dinner, both Sue and Feena reveal that they are getting tired of climbing. it is up to you to keep their spirits up.





Although you've made it to section ten, Sue doesn't want to go on. She's convinced there is no top and wants to go back. Even you are beginning to have doubts.



Climb up the stairway and you'll reach the top of the "End of the World." Sit back, and watch a beautiful sunrise. This part of the journey is almost over.

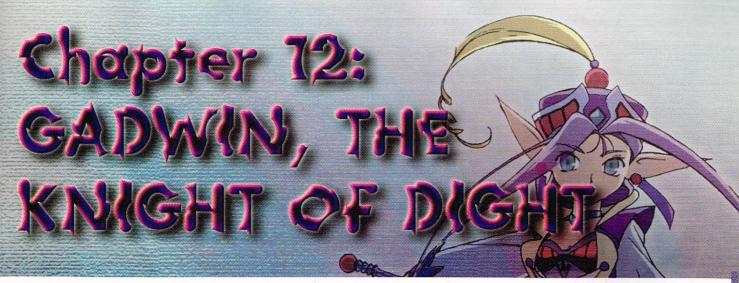


The next morning, you have the first sign of hope. Rays of the sun are shining on you.

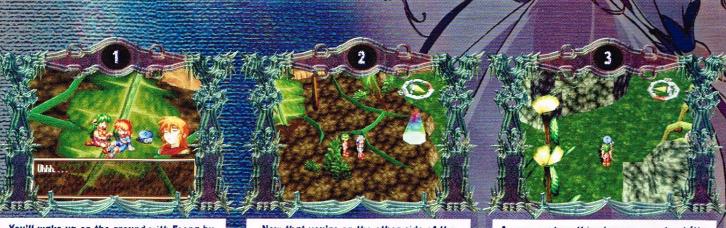
This means you must be near the top.



While exploring the top of the wall, you'll encounter a mysterious piece of machinery. Suddenly, flying claws will grab you, Feena and Sue and throw you over the side!



After a short misunderstanding with Gadwin (i.e. you'll fight and he'll wipe the floor with you), you'll settle your differences and he'll join your party. incidentally, this is the only fight in the game that you can't win.



You'll wake up on the ground with Feena by your side. Sue is nowhere to be found. A giant leaf broke your fall and prevented you from going SPLAT! Now that you're on the other side of the End of the World, it would be a good idea to save your game at the save/recover point. Once you've done this, head out and start looking for Sue. As you explore this strange, new land (the Valley of the Flying Dragon), keep an eye on the compass. it won't steer you wrong. You'll find a Mana Egg in sections 3 and 4 of the valley.



Keep moving to the East and you'll make it to the second section of the valley. You're on the right track.



You'll find Sue's shoe lying on the ground. Sue, however, is nowhere to be found.



Keep pushing forward. Eventually, you'll run into Puffy.



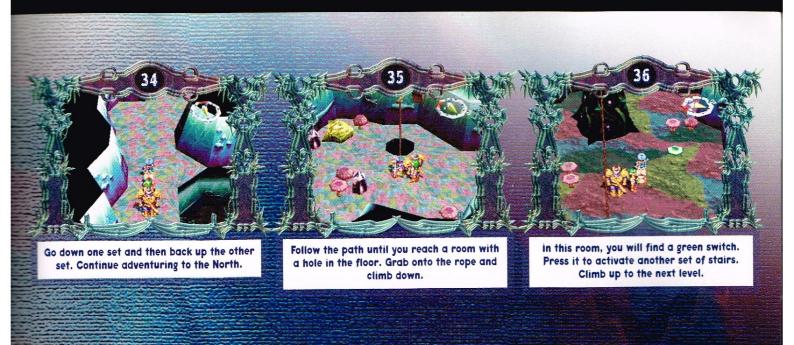
Once you enter the fourth section of the valley, you'll find another rock blocking your path. Destroy it.

Finally, after fighting a number of monsters, you will reach Dight village.

Gadwin will leave you at the entrance to Dight, it seems he is worried about a coming rainstorm. Gadwin goes off to talk to the town elder.









You are now in a room with a purple switch set into a stone block. Press the switch. This will cause a red bridge to swing into position.

Now, backtrack your steps to the start area. This time, take the North path from the entrance. You'll come across some dull green stairs. Stay off of the dark green areas. They are steep and will cause you to slide off the path. Follow this path as it curves to the West, until you reach a ledge with a rope. Climb the rope to reach the ledge.



This path will lead you to a big room with another rope. Climb this rope.



Press onward and you'll cross the purple/green bridge again. Only this time it is facing a different direction.

Another set of double stairs; go down and then up to reach the other side.



Just past the top of these stairs is the red bridge! Cross over it.



A save/recover point and more stairs; rest if you need to and then move on.



Almost every time you find a save/recover point, there is a boss waiting in the wings. This time it is the Klepp King.



Although he looks innocent at first, the king will turn into a four-headed serpent. Attack the heads one by one, until they have been defeated. Once the heads are dead, the body will wither.



Behind the King's throne is a large purple switch. Hit it. This will cause the pillars to move and form a stairway.



At the top of the stairs awaits the final trial. There are two mirrors. One of them leads to the Trident, the other leads to death. Gadwin plans to go through first. if he chooses the right path, all is well. if he chooses the wrong path, then you will enter the other path and retrieve the Trident.



Gadwin chooses the Mirror of the Moon, but he is too large to fit through the opening!

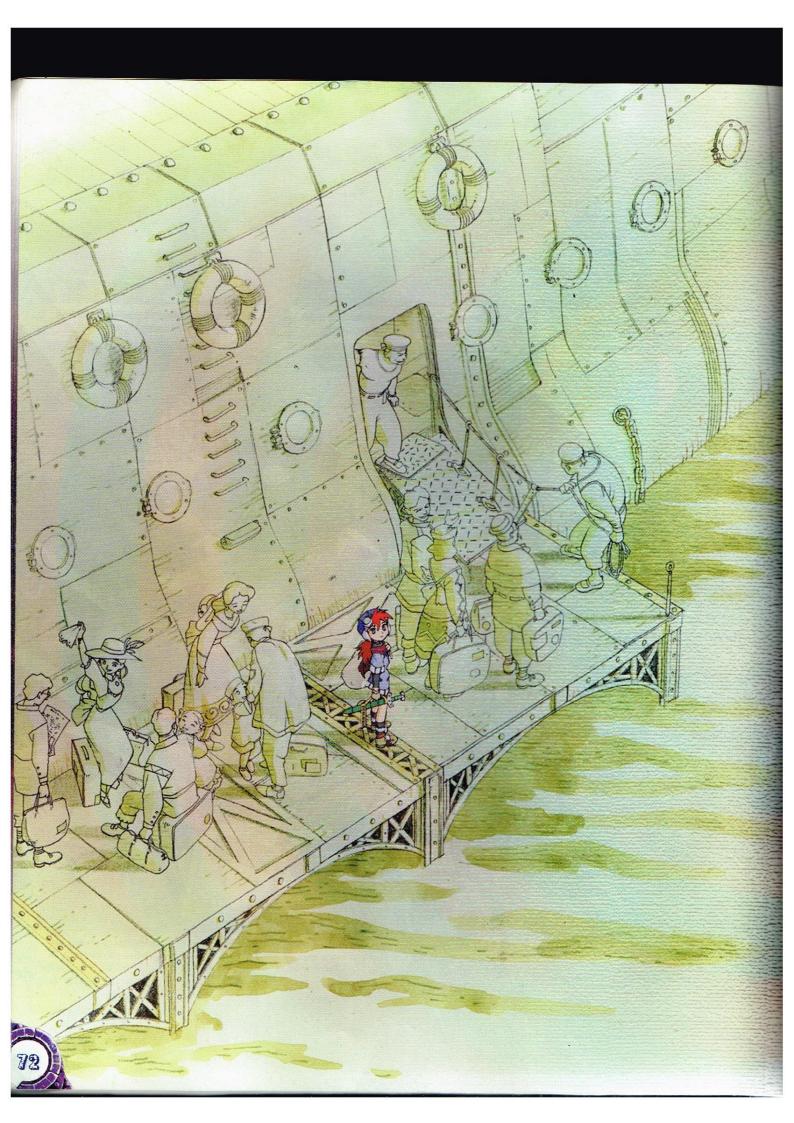


Go up to the stone tablet and choose your path.



Just as you speak the words to the tablet, Feena stops you. She doesn't want you to die.







The story starts to unfold in this chapter, as you learn more about your father and the mysterious Spirit Stone. You'll fight your first battles near the end of this chapter.



Your first stop on the way to the Twin Towers, the Lama Mountains, isn't much to worry about. You can cross the mountains with ease. Halfway through the journey, Gadwin will setup camp. Talk with Gadwin over dinner to learn more about the Twin Towers and the town of Gumbo.

After you go to sleep, the game switches back to Mullen and Leen. It seems that they have been looking for you. But, you are nowhere to be found.



Back in the mountains, you will encounter a series of moving platforms. So long as you keep moving East and South on the platforms, you will reach the end of the mountain pass.

Once you have cleared the Lama Mountains, it is time to enter Gumbo Village.

Your priority in the village is finding a boat. You can only get to the Twin Towers by sea.



Everyone in the village is acting strange. If you try to talk to a girl, she'll see you and run. If you try to talk to a guy, he'll see Feena and run.



Since you won't get much help from the villagers, you should make your way to the Chief's House.



The village Chief will ask if you and Feena are couple. The only thing you can do is say "yes".



The Chief declares you and Feena the "Brave Couple" and the town throws a festival in your name.



Go ahead and talk with everyone in the tent. Then, talk to the Chief again and tell you want to retire to bed.



The next morning, save your game at the guest house before rushing off to the banquet hall.



Feena's got a bad feeling about things, but like another well-known, young and intrepid farmboy, you throw intuition to the wind and continue on with the festival.



Head back to the Greeting Tent and talk with the Chief.



At this point, the Chief tells you the rest of the legend concerning the "Brave Couple." You are to be sacrificed to the Volcano Dragon, in order to bring prosperity to the village.

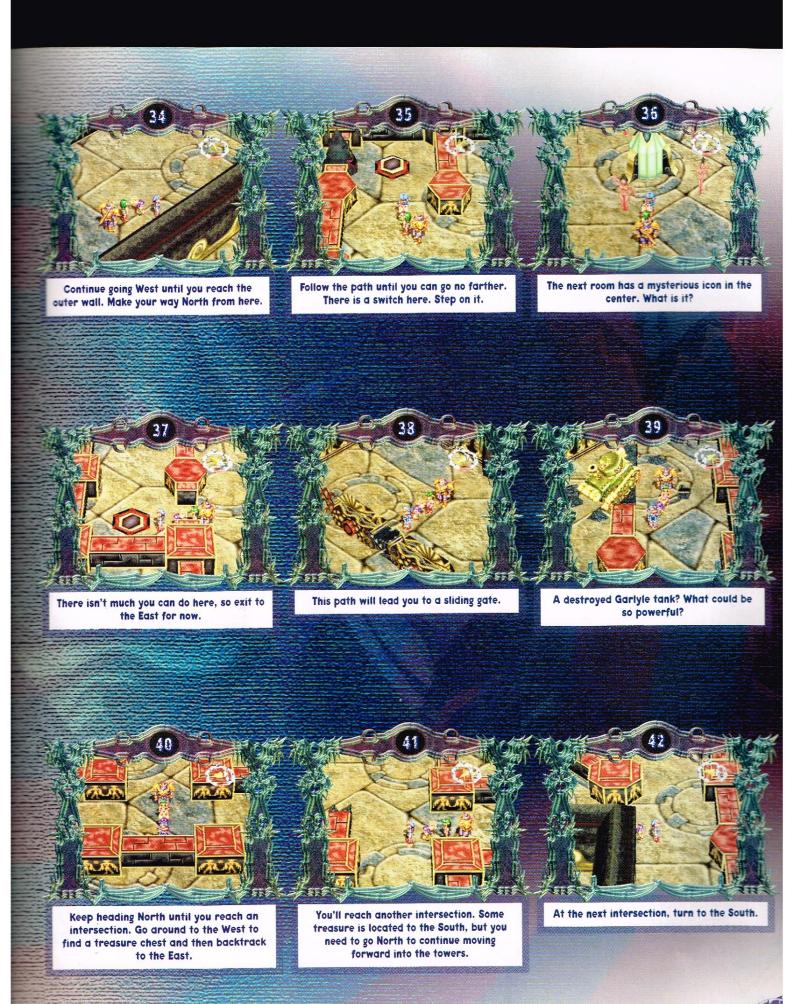


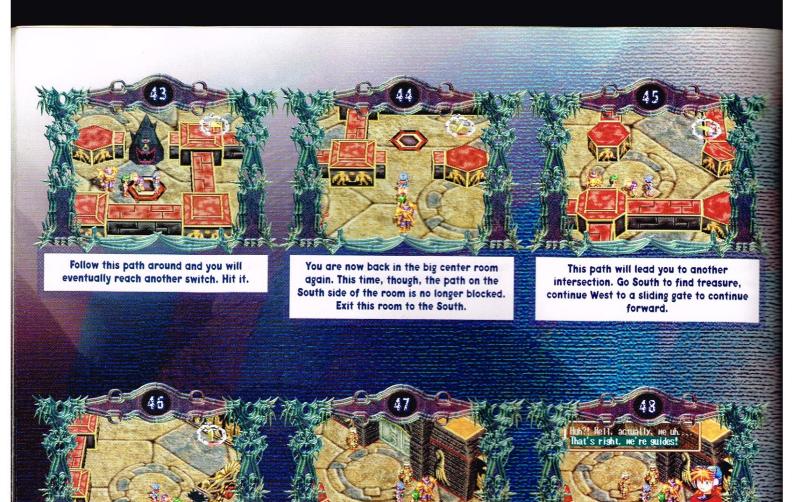
another party.

village.

"personal" chat with Feena.







Go South through the gate.

Follow the path to the East. Eventually, you'll come to a gate that is guarded by the Garlyle Forces.

Tell the guards that you are there as guides and they will let you pass.



immediately inside the gate, there is a save/recover point. Go for it.



Wander around and talk to the guards if you like. When you are finished, go to the center area and look for a hole in the wall. Sue will become quite alarmed.



You'll have to run and hide, because it is Saki, Nana and Mio! They aren't too pleased at you for trapping them on the train. After they've gone by, head inside through the makeshift door.





if you keep following the path, you'll end up running into Leen. She's being attacked by the toads!



Run over to Leen's position and rescue her from the attacking toads.



immediately after you save her, Leen will turn on you and demand your Spirit Stone.



Surrounded by attacking frogs, and irritated with Leen, you just throw her the stone so you can get her to leave.



Switching back to Feena and Mullen, the two of them discover a large icarian statue. Mullen will tell Feena more of the icarian legends.



As Mullen and Feena move away, the camera pans down revealing that you and Leen are in the same room! it's just a very large room. After taking a breather, the two of you start the long climb up the towers.



Follow the stairs up and you will encounter the same statue that Mullen and Feena were just looking at.



You'll find a platform with a switch just past the large statue. Hit it and you'll move up to the next level in the towers.



Keep following the stairs up and you'll encounter some Angelou murals.







Crossing the Mermaid Sea is the last task on Disc One. You and Feena will start to hit it off (she thinks you're cute) and some Mermaids will attempt to make you fish food. This is a good area to level up. Also MAKE SURE YOU HAVE A MEMORY CARD WITH FREE SPACE ON IT before playing this level. You must save at the end of it.



Back in Dight, head off to see the Elder.



The Elder will tell you of a Teleportation Orb that can take you anywhere you want to go. it will only work once, but once is all you need to cross the sea!



While you are talking with the Elder, Sue will fall over again. She is not feeling well at all.



Sue manages to make it outside, but she passes out in front of the Elder's house. She needs help.



You need to take Sue to see Dr. Alma.



Dr. Alma says that Sue is fine, but she needs to rest. You will have to continue on with the next part of the adventure by yourself.



While Sue rests, you need to leave Dight and go to the Mysterious Vanishing Hill.

Travel West along the side of the hill.

Follow the path up the hill, until you reach a save/recover point.



Hit both switches to lower the bridges. Head to the West for treasure. Head to the East to find the Silver Key.

When you open the treasure chest containing the Silver Key, the pillars will fall and the locked doors will open — releasing a number of enemies.

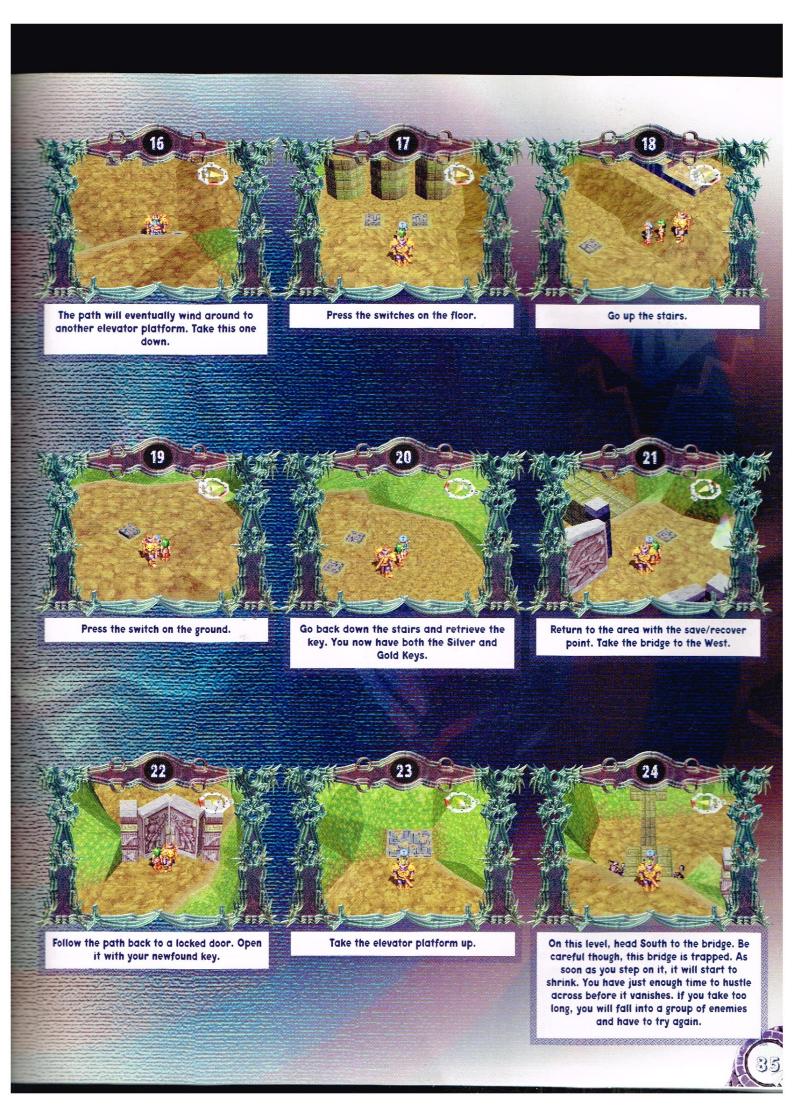
Defeat them all and return to the center platform. Now, open the large door to the South.

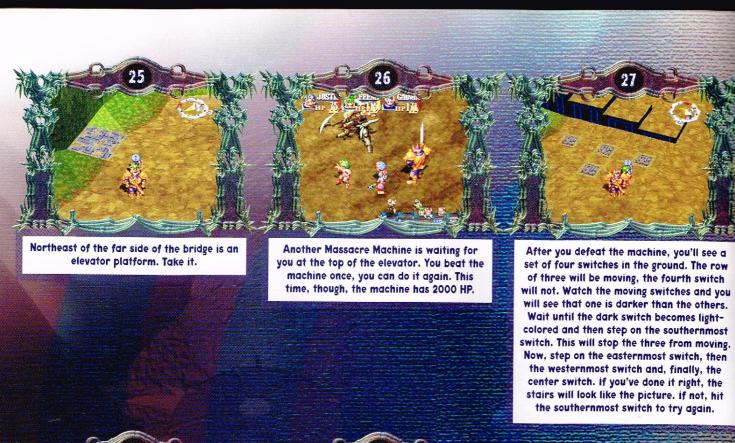


Get ready for a boss fight with the Massacre Machine! The machine has 1800 HP, so don't hold back. Attack with everything you've got.

After the fight, take the elevator platform and continue on up to the summit.

As you climb up the path, watch out for unstable ground. if you fall, you'll have to backtrack all the way around again.







it seems that Sue has decided to stop adventuring. She just can't keep up with you.



instead of leaving Sue behind, you decide to use the Teleportation Orb to return Sue to Parm. Take Sue to the Mysterious Vanishing Hill.

This time, instead of following the path around the hill, head South and enter the cave.

Head to the teleportation controls and place the Orb.





Board Gadwin's boat to continue your journey.

As you travel across the sea one night, Feena goes outside. Chat with her, and she starts revealing some of her feelings for you.

Suddenly, in the middle of your conversation, the boat runs into a mermaid.



The mermaid asks for your help, saying that her people have been captured by pirates.



Follow the compass as you travel around the island. When you see the gate, you know you're on the right track.



Once you get to the center of the island, you'll find the other girls. They'll ask you to save one more girl who is still trapped. Feena is starting to get suspicious.



When you are done chatting, head down to the pirate hideout.



it's a trap! The mermaids have lured you in! The only thing to do now is fight. Eliminate the lure and then attack the main body of the boss.



After you beat the boss fish, the whole island starts shaking. It's sinking! Run back to your ship!



Back on the ship the next night, you and Feena have another heart to heart talk.



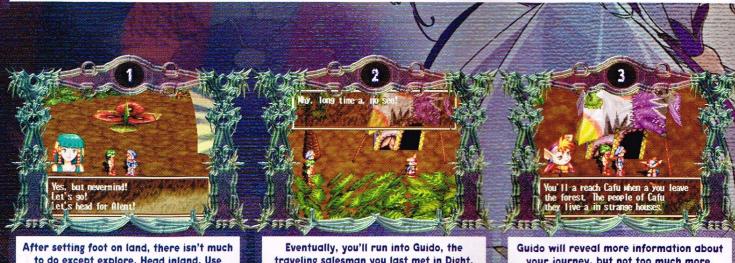
As morning nears, Feena spots land. You have crossed the Mermaid Sea.



At this point, you have completed Disc 1. The game will switch to the save game screen. Be sure to save your game here. If you do not save you CANNOT continue on Disc 2.



When you land on the new continent (and the new disc) you'll encounter a new party member and discover a village that has been turned to stone. The culprit is the Garlyle Forces and a monster named Gaia... The plot thickens.



to do except explore. Head inland. Use your compass as a guide.

traveling salesman you last met in Dight.

your journey, but not too much more. He'll have you spend the night and rest up. in the morning, Guido will send you off to Cafu.



After you leave Guido's house, follow the path through the forest to the northeast. Eventually, you will come to an exclamation mark. Do your thing.

Follow the path to a river and another exclamation mark. Use it.

And, a little farther down, there are even more lilly pads.





The Eelder will tell you that this is the new Cafu Village. The old village was destroyed. Everything in and around the old Cafu Village was turned to stone by the inhabitants of the Tower of Doom. Eager to explore, you ask Rapp to take you to the old village.



Leave Cafu and head for the Petrified Forest.



Follow the path North through the forest, until you reach the old Cafu Village.



Rapp tells you a bit more about the old village and shows you the stones of his parents. Outraged, you offer to help destroy the Tower of Doom.



Make sure you explore the petrified village. There is treasure everywhere.



From the Northeast corner of the village, head Southeast to find a Mana Egg and head Northwest to continue toward your goal.



immediately after entering the second section of the forest, you will come to a four-way intersection.



You can take either the Northwest or Northeast paths to get through the forest. They both converge on the other side. Your ultimate goal is a stone ramp that leads out of the forest.



When you climb up the ramp Rapp will point out the Tower of Doom.







Be very careful in this room. You don't want to step on the red, flashing tiles. If you do, an alarm will sound and guards will come rushing in. I would advise using the D-pad to maneuver through this room.

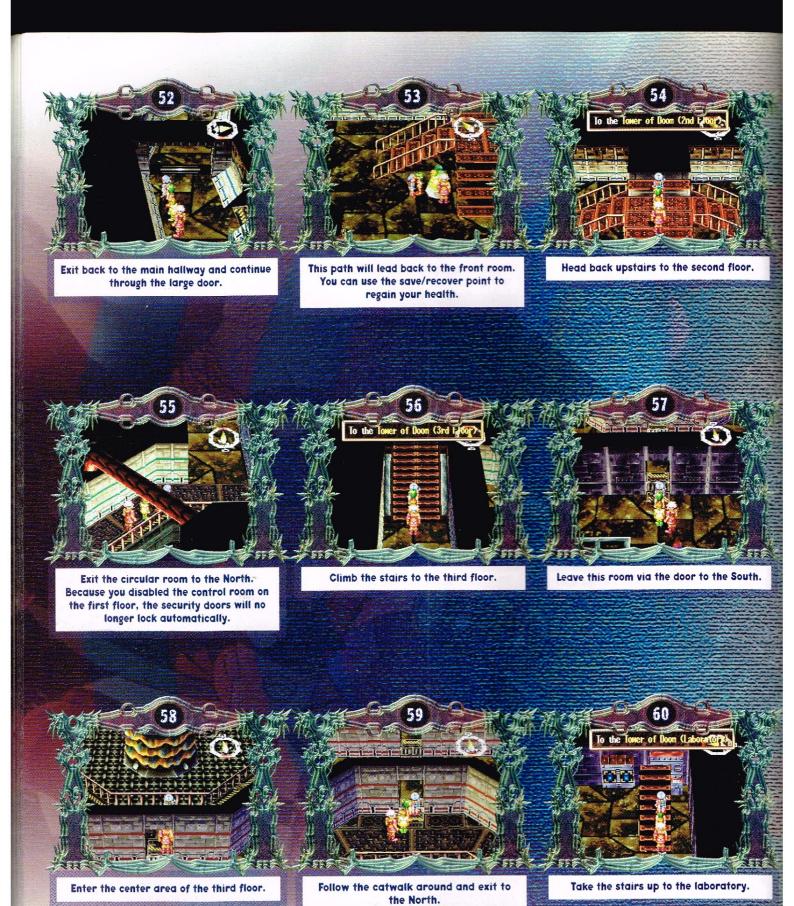


Exit this room via the West door.

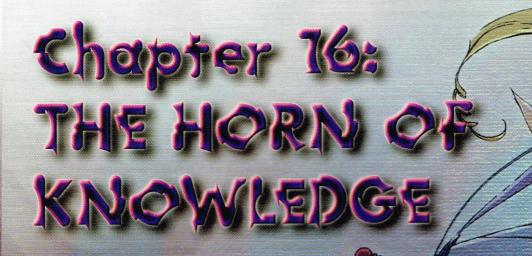


Follow the outer tunnel until you reach the end. There is a door here. Take it.









With yet another new party member at your side you'll come even closer to discovering the secrets of Alent in this chapter. You'll also have to fight Gaia once again.



Back at the village, Milda is not allowed to enter because she is a Lainian.

Yeah, that d be great! I'm fanished!

Save Gane

Cancel 1 1

Our village laws no builthstanding. I wish to thank all of you. Mould you like to have meals include

Since you can't do much here, head to the inn and have some dinner.

Nat's irons, Fear?
You saem so burned out

Over dinner, chat with Feena, Rapp and Milda.



in the middle of dinner, Feena will get up and leave. Follow her outside.



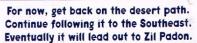
There is a hidden path behind the inn.
Follow it.

Hey, everything's gomes be OK.
Leen can't be such a bad person.
I mean, she's your sister, right?

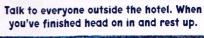
While you and Feena are talking, the Garlyle Forces arrive and start attacking the village.







inside Zil Padon, check out the weapons shop. You can find some powerful, but expensive, items here.





Have another dinner chat with your buds.

in the morning, leave town and head for the Savanna Wilderness.

Follow the path South until you reach a wood footbridge. Cross here.







Beyond the crystal is another snowball.

Push it.

Backtrack down the path. This time, head South when the road forks.

The road will fork again, you can go either way. Both paths will lead to another crystal.



Smash the crystal and continue down the path.



At the fork, continue to the East. There is a treasure chest if you explore to the Southwest.



Past the curves, you will encounter one final crystal. Break it and then take the South path to exit the plateau.



Laine Village is Milda's home. She will tell you about the Three Wise Men and offer to take you there.



Suddenly, Midla spots someone. it's Darlin, her boyfriend, and one of the Three Wise Men.



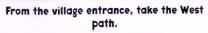
to the tegendary Shrine of Angelou! The Hedal of Misdom!! But it was never found, how can it be?

Darlin will tell you more of the Angelou legends. He recognizes your Spirit Stone and declares that you are the chosen one. He promises to help you in your quest.





Unfortunately, Dorlin's missing a horn. And a missing horn is like missing marbles. You'll have to retrieve his horn in order to talk with him. Head South to the Abandoned Laine Village, to search for Dorlin's horn. The abandoned village is an area of warped space. The homes here will teleport you from one area of the village to another.





Follow the path to the South.

At the intersection, head to the West.

This will lead you to the house in the picture. Enter this house.







195

tougher than the fellow you fought at the Tower of Doom. This battler has more than 3500 HP.





Back in Zil Padon, Guido the salesman will join your party. Much of this chapter is underground as you search for the key to Alent. You are so close to the goal you can taste it. This is another great area to level up in.



Back in Zil Padon, it is time to find the temple entrance. Head for the fountain in the middle of town.



The temple entrance is below the fountain, but, unless the water is turned off, it is inaccessible.



You must find the house of the Mogay elder and ask him to turn off the water.



When you step inside, you find out that Guido is in the Elder's. He's been waiting for you.



Before taking you to meet the Elder, Guido asks you why you are searching for Alent.

Answer him and he will reveal himself to be the Elder.

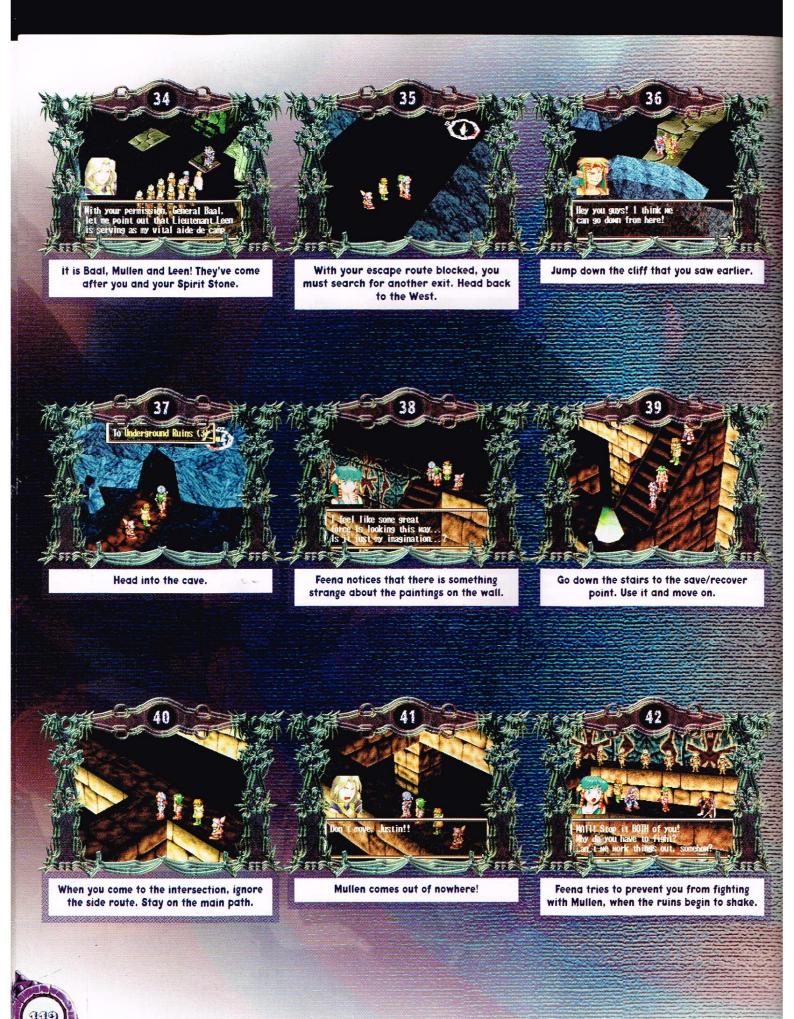


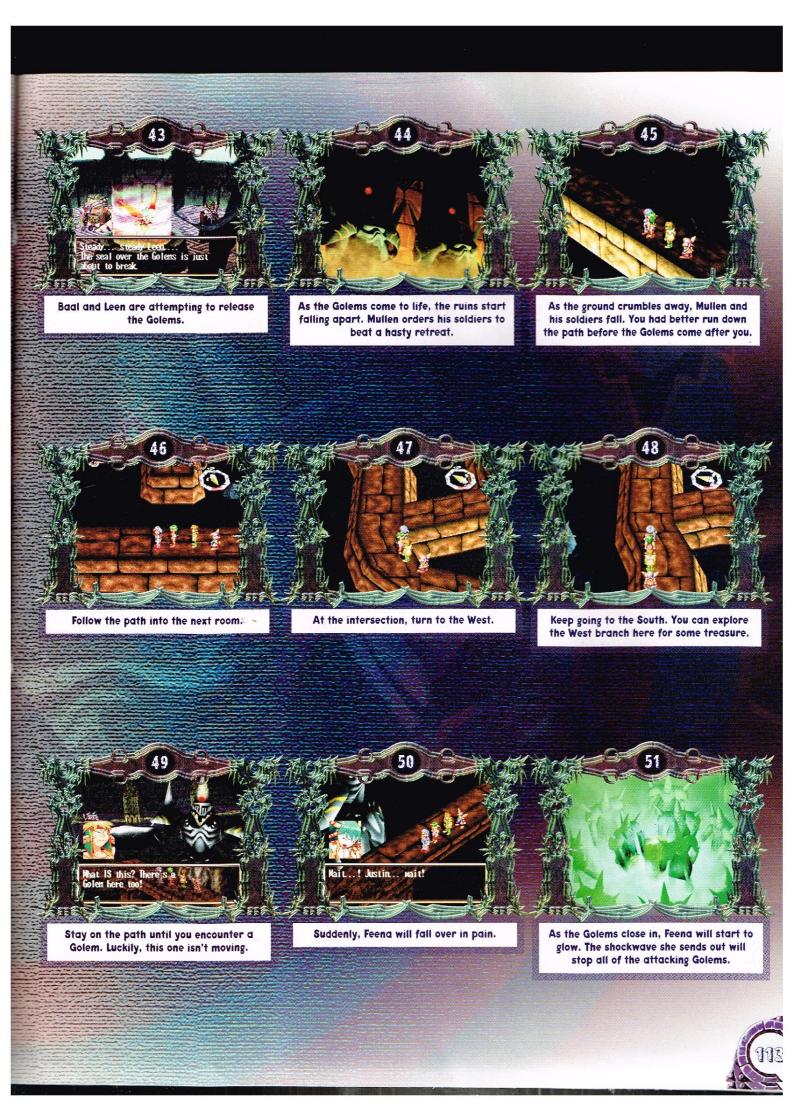
Guido will drain the water from the fountain and accompany you into the shrine. Place the medal to open the door to the shrine.









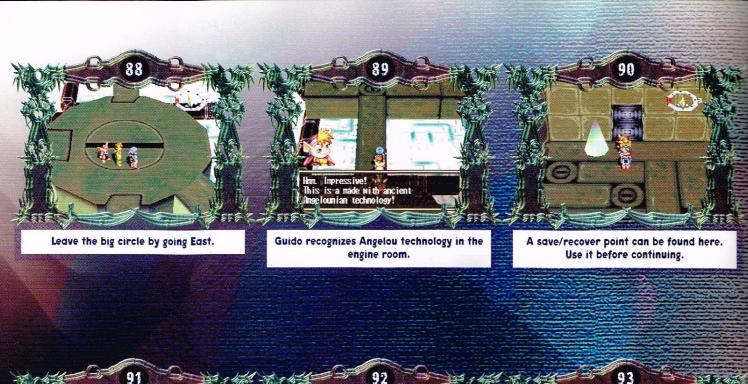














Enter the control room where you'll meet Saki, Nana and Mio once again. Their Triple Triad attack can be devestating. Focus your attacks on Mio. Once she is down, the group cannot perform the Triple Triad attack. Finish off the other two. After the fight, you try to get information from the three girls, but they simply run away.

You try to hack into the ship's computers when Rapp decides to "help."



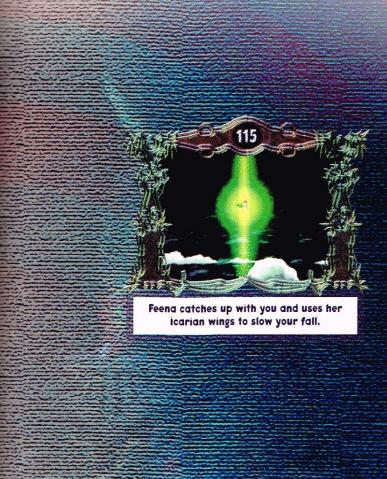
Head towards the east side of the room, but take the North passage at the intersection. Climb the ramp and follow the path until you reach a door.

You'll find yourself in a weird passage surrounded by a red, glowing something.





need to laugh maniacally?





You'll find yourself at Guido's hut, where Feena is resting.



Guido instructs you to bring the Medal of Knowledge to the wise men of Laine. They can tell you how to get to Alent.



Use the save/recover point outside Guido's hut and then make your way to Laine. At this point in the game, Feena's super-buff icarian Magic becomes unlocked. You'll be able to access them as soon as you have the necessary experience (see chart in front). Feena will gain Time Gate (level 1), Tree of Life (level 2) and End of the World (level 3).

Chapter 18: ALENT



Finally, you arrive at Alent. Who would have thunk it was floating in space? You'll meet a whole bunch of Lietes, but eventually you will meet the real McCoy. She'll join your group and assist you in the quest to defeat Gaia. Your party is now complete (you'll end up with all of these people in your party for the final confrontation).



Once you arrive in Laine, head off to visit the Wise Men.

2 To Hrida's House

Go to Milda's house and chat with Darlin.

Good It's Bortin who knows the very to Alem.

J'all be careful now. Justin boy.

Milda will tell you to speak with Dorlin.



Head to Dorlin's place.

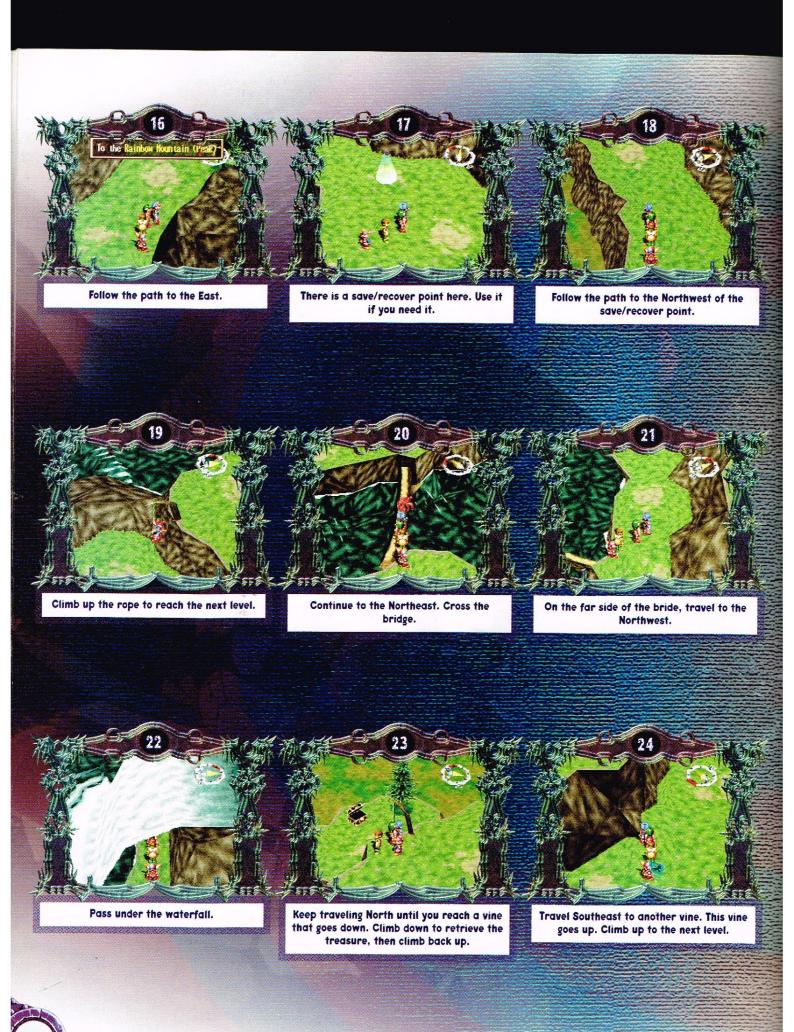


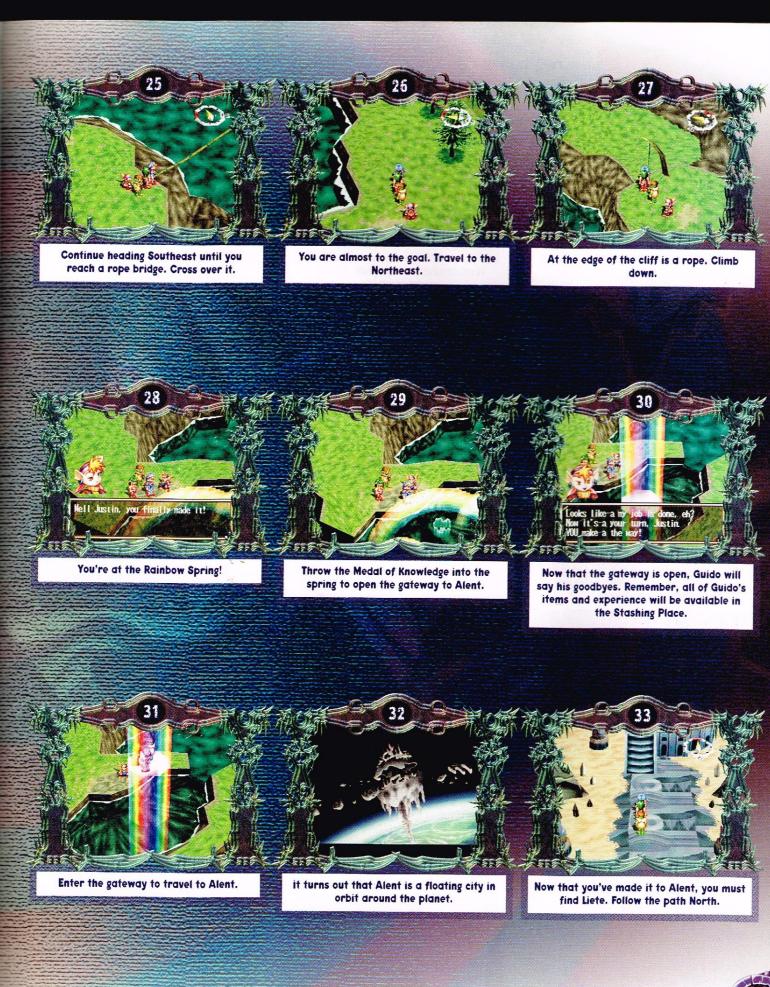
Dorlin is impressed with your work. Getting the key to Alent is no small feat.



Time to check up on General Baal. He's ready to place the last piece of the Spirit Stone, but Mullen won't have it.











After the boss fight, it is a good idea to return to the save/recover point and restore your health.

Climb down the stairs and head to the Northeast. There is a vestibule here. Go in. Continue down the path and you will encounter another boss fight.



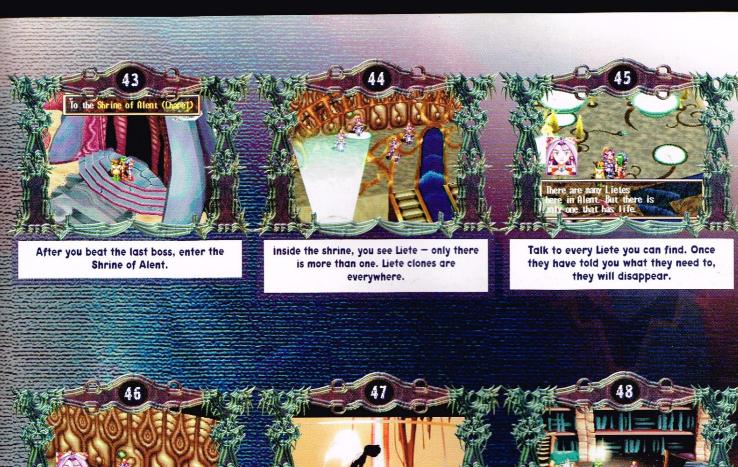
After this boss fight, backtrack to the save/recover point and restore your health. Then, return to this point and continue along the path to the North.

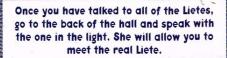


Although it doesn't look like it, you can cross the broken blocks.



Just past the gate is boss fight number three.







According to the legend, Gaia can only be stopped by a pair of Icarian twins — Feena and Leen.



After the story is over, Liete will join your party.



Now that Liete is in your party, you can prepare for the final attack. Leave the shrine.



Baal is almost finished preparing for the rebirth of Gaia.





Mullen bursts in on Baal, and declares himself the leader of the Garlyle forces. He orders the forces to destroy Gaia and the Spirit Stones.



Liete's method of transport from Alent wasn't exactly a smooth ride, but you made it in one piece. The third bonus area is located near the crash site. You'll need to go through a hidden tunnel in the rocks to reach the entrance. You will have to navigate the tunnel blind (you can't see your characters) until you reach a teleporter. The teleporter will take you to the 13 floor of the Tower of Temptation—the most difficult area of the game. If you can hack it, the tower contains some really neat items—items that will double your magic and weapon experience.



Follow the compass East to leave the Savanna.



Next stop, Luzet Mountains.







No matter how hard you try, you can't stop Gaia's birth. It seems that General Baal is bent on world destruction and nothing can stop him. On the upside, the FMV of Gaia's birth is pretty darn sweet. This is a good time to level up with some random wandering. You want to be buff before your final confrontation with Gaia.



There is a save/recover point near the base of the mountains. Use it.



Follow the path to the Southeast as it curves around the mountain.



Open the gate and go through.



Continue past the first stairway.



At the top of the second set of stairs, turn to the North.



Keep following the mountain path. Watch out for wild animals. Most are on a set pattern here in the mountains. They won't fight you unless you cross their path.



At the intersection, head Northeast to move to the next section of the mountains.



There is a save/recover point here. Rest up and then continue down the path.



You'll come to a point in the road where the path branches to the Southeast and there is a set of stairs going to the West. If you go to the Southeast, you will stay on an open path, if you go to the West, you will find an underground passage.



The entrance to the secret passage. You won't be able to see yourself as you walk through the passage, but you will avoid many of the enemies in the level. There is a secret item, the Asura, hidden in the tunnel. Search around with the Action button. The Asura allows you to execute an extra attack during battles! A must-have item.



When you emerge from the passage, take the path heading Southeast.



Stay on the open path until you reach an intersection with paths leading North and East. Take the East path to exit the mountains.



Time to enter the secret J Base.



Make your way inside the hanger and you will hear the soldiers talking about Mullen's coup de tat.



Because Mullen is now in charge, the soldiers will not bother you. Go to the save/recover point and use it.



Talk to all of the soldiers in the base to learn more about what is going on.

After you've gotten your fill of talking, enter the room with the large red doors.

Make your way down the hallway to the large door, ignore the small doors. Enter the Command Center.



Exit through the North door to the TACOM center.



You'll find an injured soldier on the floor. Talk to him.



Examine the statue in the back corner of the room to open a secret passageway.



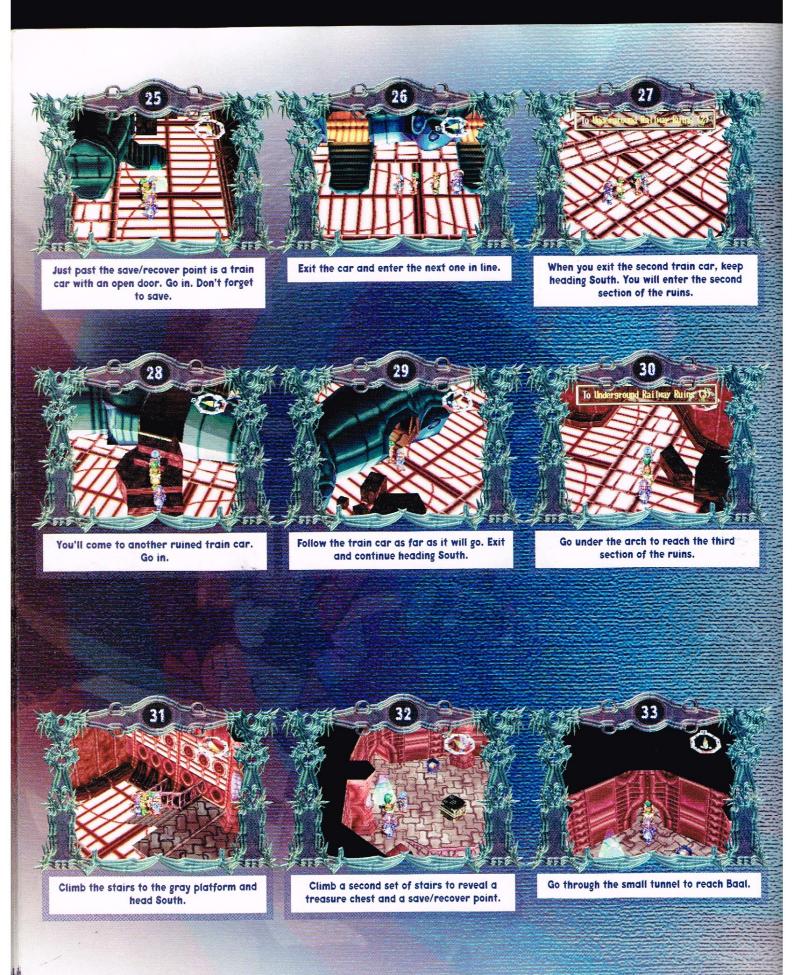
Run through the passage. At the end, you'll find Leen tending to an injured Mullen.



Climb down the ladder and go after Baal.



You'll find yourself in the Underground Railway Ruins. Head to the South.





it's time for a boss fight with Baal! He's a little tougher than the last time you fought, but he's still beatable. Concentrate your attacks on the main body and make sure your HP tevels are high.



After the fight, Baal is gone, but you can still hear his voice. He has merged with Gaia!



Baal will attempt to kill you with an energy blast, but Leen will run in to save you.



Unfortunately, it is too late to stop the Spirit Stone. Gaia is born and starts spreading.



Leen will carry your party out of harm's way. You'll arrive on Mullen's airship where all of the soldiers are recognizing Feena as a Corporal.



Exit Mullen's quarters and head for the bridge.



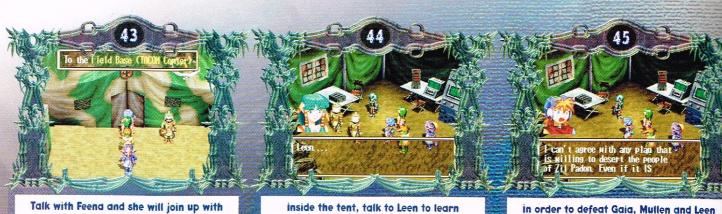
Mullen is waiting for you on the bridge. He will explain his plans.



After the airship lands, Feena will run off. Head South to reach the field base.



Head for the Officer's Tent to find Feena.



you again. Go to the TACOM tent.

Mullen's plan.

in order to defeat Gaia, Mullen and Leen have decided to regroup and allow Gaia to take Zil Padon. You can't let Zil Padon be destroyed, though.



You must rush to Zil Padon.

When you arrive, the whole town is empty.

Suddenly, Gaia attacks! The tentacles rip through the city, destroying everything in their path.



Northeast of the entrance, you'll find someone who is trapped by monsters. Defeat the monsters and you'll learn that everyone is in the Mogay section of the city.



As you make your way North through the city, Leen will come running after you.



You'll hear a kid crying for help. Continue heading North and rescue the child.









When you make it to the East Luzet Mountains, the earth starts to shake. Gaia is evolving!



You should hurry. Use the save/recover point and get moving.





Halfway down the stairs there is a door. Take it.



Cross to the other side of the machine room and go outside.



You'll try to stop Leen, but she won't listen.



Leen sacrifices herself to Gaia to buy you some time.



You'll end up back in Zil Padon. Go inside the tent.



Talk with Feena. She is shocked over the death of her sister.



After chatting, head back outside the tent and leave Feena to her thoughts.



Talk to Rapp and Liete outside the tent. Mullen will walk up when you are done talking.



Go inside the tent to listen to Mullen and Feena.







Head to the Savannah. As you wallow in self-pity, the spirits will visit you.

Return to Zil Padon and find Guido. You won't be able to cross over the bridge to the Mogay section. Talk to the Mogay standing

on the bridge.



Guido is just North of the bridge. He is distributing money to all the residents of Zil Padon. The Mogay have been saving money because they knew this day would come.



Go up and talk to Guido.



Guido will tell you that your strength has always been in your friends. Look around and you will see that everyone has surrounded you.



Talk with your friends and the Spirits will come. They will open the portal to the Spirit Realm for you.





This is it. The end. The final chapter. You'll make your way inside Gaia's body (don't worry no shrinking is involved — Gaia is really, really big) and destroy him from the inside. Watch the final FMV, congratulate yourself on a job well done and get some well-deserved rest.



Follow the path of the spirits to the save/recover point. Use it and continue moving North. You'll reach a dead end but, if you backtrack to the save/recover point, you'll see that two new paths have opened up. Take the path heading East. Just follow this path and you will eventually come to a block with red and green paths leading off. Take the green path to grab a Magic Fruit. This will return you to the platform. Now, take the paths in the following order, each time returning to the same platform: blue, red, green, blue, blue.



When you take the last blue path, you'll end up walking above the platform. You are now moving on. There was much rejoicing.

This path will hit a dead end on a platform.

Defeat the enemies on the platform and a
new path will open up to the West.

This will lead to yet another dead end and a platform with more enemies. Defeat them and a path to the South will open.





Follow the path until you go down a flight of stairs and end up on a green platform. Step onto the platform, it will lower and allow you to reach the center area.



Walk around to the front of the center area for a boss fight.



After the fight, climb the stairs to the top of the pyramid.



Step onto the floating blocks to make your way to the Spirits. The path will appear in front of you.



At each step along the path, you will voice your concerns to the Spirits.



When you reach the top, the Spirits will give you a sword made out of a Spirit Stone.



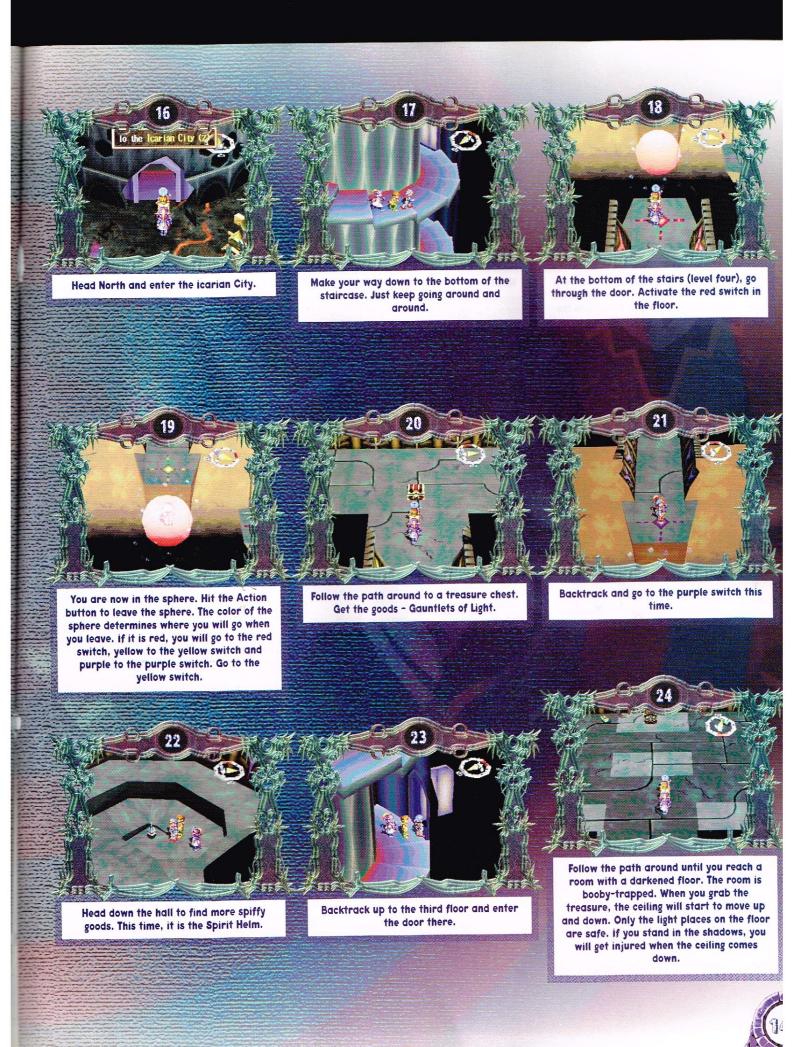
After you have the Spirit Sword, the Spirits will leave you at the J Base, ready to fight Gaia. Don't forget to manually equip the Spirit Sword. It won't happen automatically.

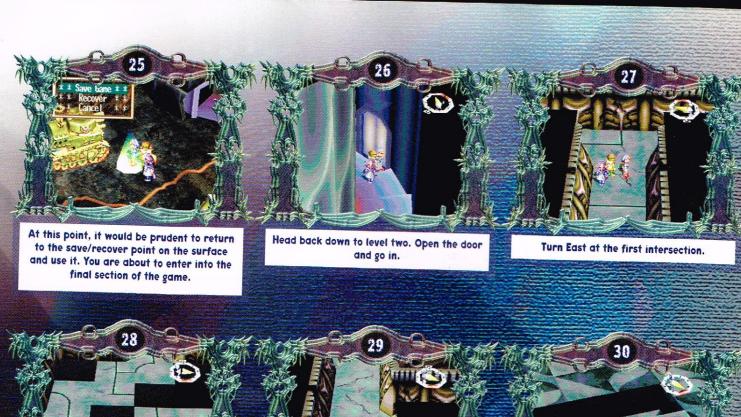


Right after you land, Gaia goes through the final stage of metamorphosis. Look, it's Gaia, the giant cockroach!



Enter the hanger and go to the far North side. There is a huge crack in the wall. Go through.





The next room you enter will have sections of the floor that rise up into the air. Don't worry, you can't fall into the holes. Make your way around the pits and exit to the

South.



Turn West at the intersection.



This room has a falling floor. At first, it may seem like you are stuck. Don't worry.



Just move around the edges of the floor and



you will be able to trigger the other





the West. There is a door in the East passage that you cannot open, so go to the





that was locked. You can open the door from this side if you wish. There is a



save/recover point here. Use it and prepare for a boss battle.



When you are ready, exit the room to the North and fight a Gaia Battler.



Continue North to a bridge room. Exit this room to the West.



Enter level five of the city.



You'll encounter Feena and Mullen deep in the city surrounded by Gaia Battlers. Jump in and lend a hand.



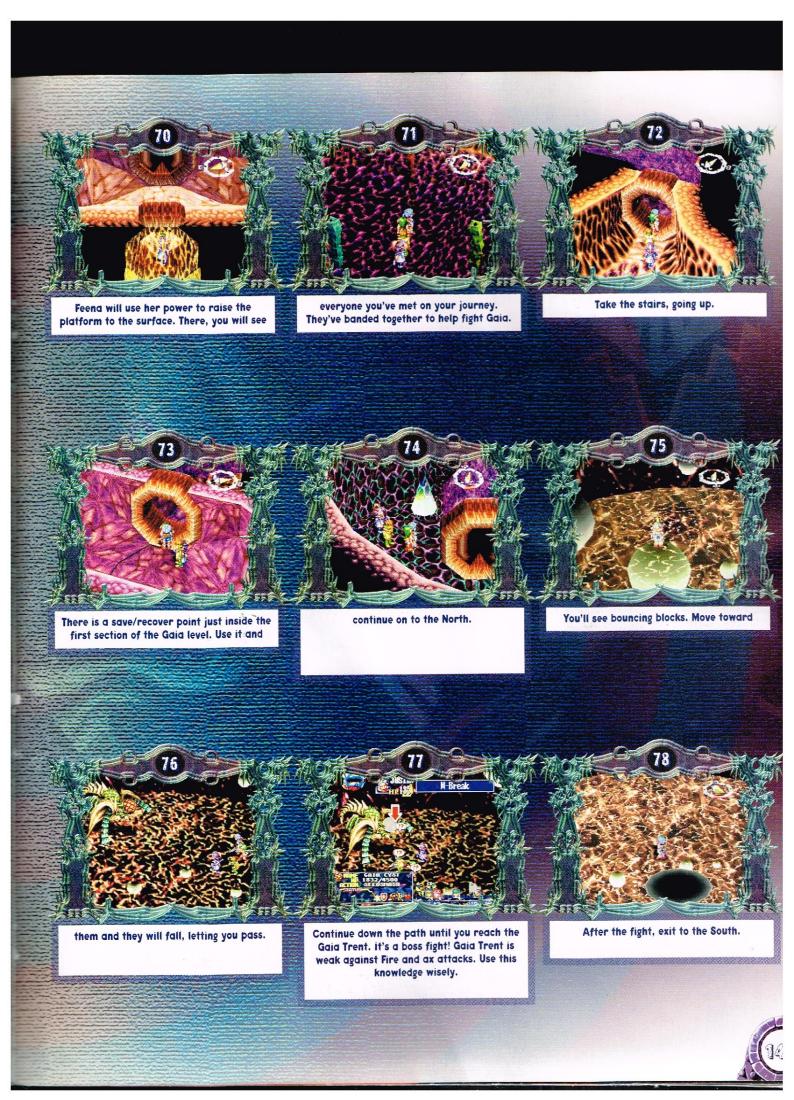
You try to explain what has happened to



them, but Mullen won't listen. He challenges you to a duel. He is easy to beat, just hit him hard and fast.



After the duel, Mullen will realize his error.





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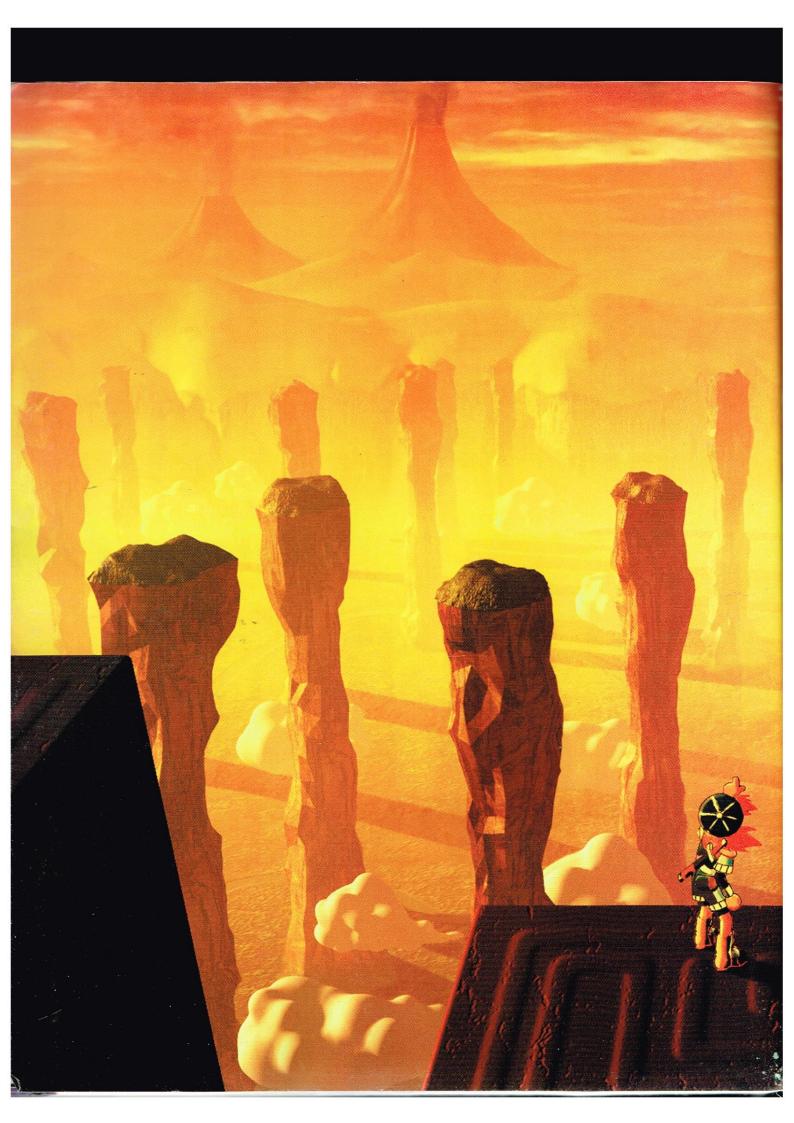
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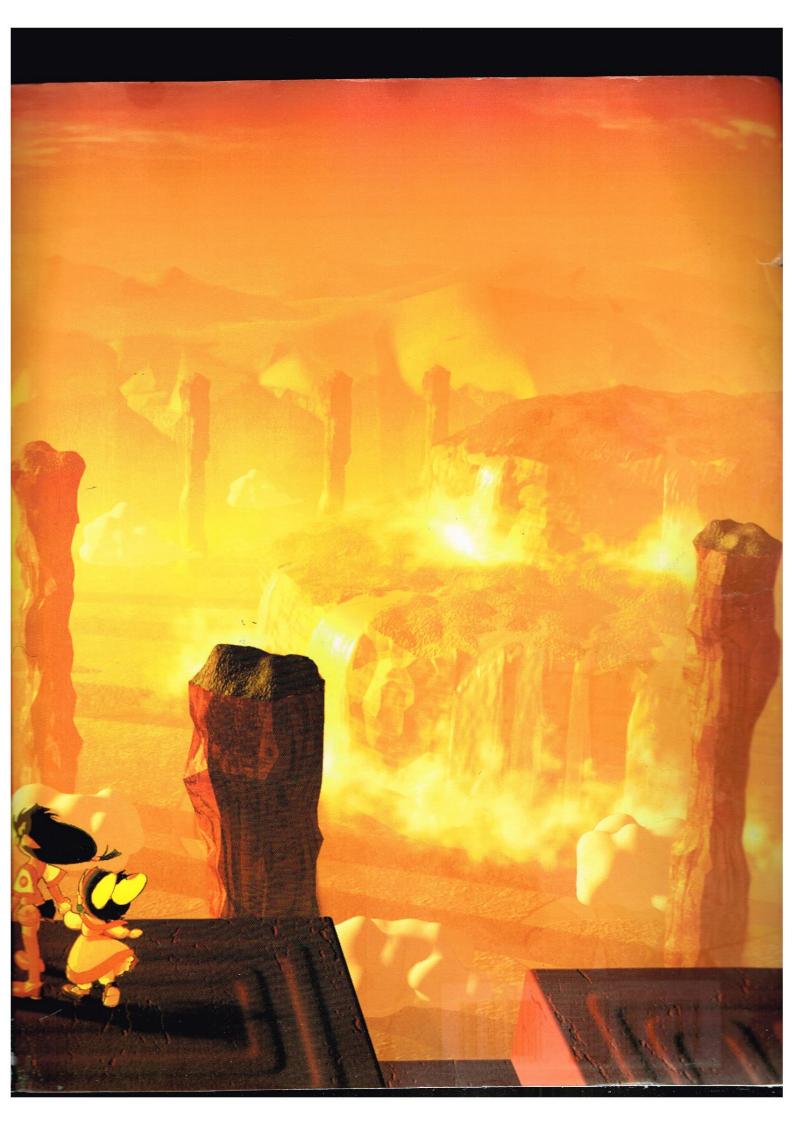
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